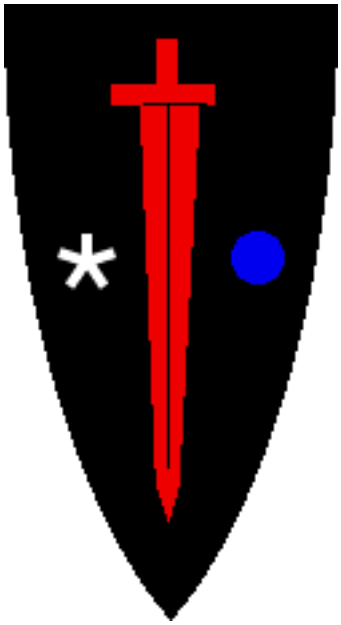
Lost Sol

Martian Republic: Grunts

v1.0



Martian Republic: GRUNTS

Far-Tech Fuzion

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What is Far-Tech Fuzion?

Far-tech Fuzion is a series of Fuzion Plug-ins designed by Frederic (Farik) M. Graves. While they are primarily designed to work together to form one integrated interstellar sci-fi setting; **Lost Sol**, they can also be used independently in other sci-fi settings. These plug-ins are provided for free use and entertainment purposes only. Feel free to use them if you think they'll enhance your gaming experience. I will note though I do have my original editions on file sealed by legal standards should my work appear elsewhere altered or plagiarized. I really do hope you enjoy my work.

What is Lost Sol?

After developing Faster Than Light travel humanity has spread out of the Solar System being led by the three dominant human nations. The militant Martian Republic; the capitalistic Allied Venusian Market, and the powerful but secretive Lunar Empire.

The expansion is dangerous based on technology and principles which are barely understood. Suddenly the unimaginable happens following a dark prophet's warning; the Solar System is lost. All attempts to travel to the home world end in disappearance. The lack of FTL communication other than courier means it will take years for anyone to observe what happened to the Solar system. Humanity simply has to wait and keep on expanding.

In the course of its outward thrust humanity has found it is not alone. The primitive Bugs and inexplicable Greys have allied with mankind in dealing with the merciless Zinraith, the manipulative Pumat, and the aggressive Shakar. Meanwhile the menace of the Hinlen Insects and the enigmatic Torad threaten all before them.

Lost Sol is a backdrop for nearly every type of sci-fi game. You can steal software from the Mega-Corps of the Allied Venusian Market, explore uncharted worlds, try to escape the Lunar Empire, search ancient civilizations, or hunt alien carnivores as a grunt in the Martian Republic. The universe is waiting.

What is Fuzion?

Fuzion is a unified set of role-

playing rules combining the best of the ***Hero System™*** and ***Interlock*** . Fuzion is really a set of rules more than an actual game. This means the rules can be used to reflect a wide variety of settings ranging from contemporary action drama to fantasy or even cyber-punk. Hero Games and R.Talsorian Games, Inc., jointly developed Fuzion. Many existing games systems use Fuzion, including ***Champions: The New Millennium, Sengoku, Usagi Yojimbo, Bubblegum Crisis the RP****G,* ***VOTOM****S,* ***Dragonball Z***, and many more. Fuzion uses a unique Plug-In system that allows for easy addition and removal of rules. For instance, to add Martial Arts to your campaign, you need only turn to a Martial Arts plug-in. Plug-ins can be simple like a race of aliens; or complex like rules to create aliens. Game masters should decide which plug-ins they want to use in their game. Another related innovation I use is the "Plug-In Adapter." A plug-in adapter isn't a whole plug-in, instead it is a set of guidelines for using an existing plug-in. Plug-in adapters are usually game, genre, or setting specific.

Where can I get Fuzion?

The basic Fuzion rules (for character generation, combat, game mechanics, and basic plug-ins) can be found in most Fuzion product produced by ***R.Talsoria***n, ***Hero Game***s, or ***Gold Rush Game****s.* These companies have provided an on-line version of their core rules system. To find these core rules you can do a standard web search but I'd recommend trying the following link in addition to be an excellent Fuzion resource it usually has the most current edition of the core Fuzion rules available for download.

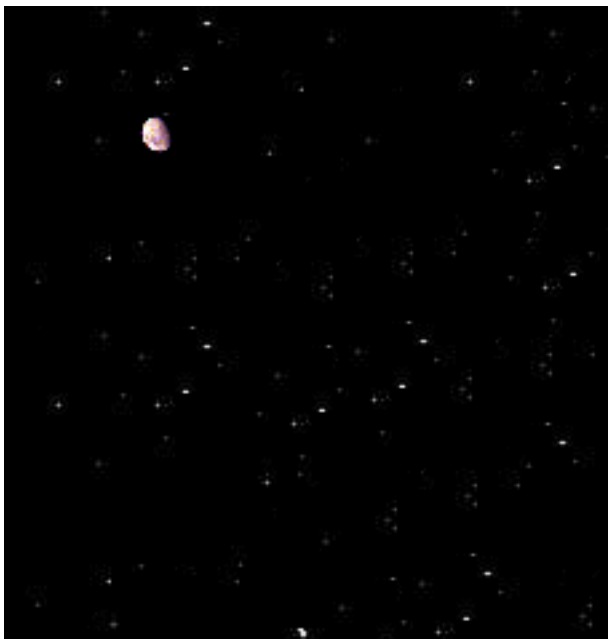
http://thefuze.com

How do I make a Fuzion Character?

To create a character for any Fuzion game, you must have a Fuzion rulebook. Almost any Fuzion rulebook should suffice. Once you've read over the rules you'll need to decide which characteristics to use. The Lost Sol settings will have characteristics listed.

How does Martian Republic: Grunts Fit in?

Martian Republic: Grunts is a sourcebook for Lost Sol. It's a guide to playing the brave ground soldiers of the Martian Republic defending it's citizens and nation's interests. It will also serve as a tool for running a variety of sci-fi military settings such as the Space Marines in movies like Aliens or the Mobile Infantry in Starship Troopers.



History

Timeline

PS= Post Solar

-396 PS Cold Fusion is developed, energy is cheap, but material is still needed for consumer needs.

-385 PS Man colonizes solar system to reap its natural resource wealth and allow for population expansion.

-378 PS Genetic engineering is approved for humans but legally only married couples can donate genetic material for their own offspring.

-365 PS Cybernetics are enhanced with neural interfaces allowing attachment to preexisting nerve endings but the older a candidate is for replacement the more likely the chance of natural biofeedback causing insanity

-355 PS Kinetic Thrusters developed revolutionizing transportation

-347 PS Martian Research and Mining Colonies strike against their parent corporations with support of the Martian military outposts. Terran investors in Mars are outraged and demand the Earth military intervene. The Earth government instead sends negotiators which leads to a quick but fair settlement giving the Martian workers a controlling interest in the Martian endeavors. Investor still make a good profit but their earnings are cut. Many investors sell their remaining interests to the Martian workers.

-343 PS Terran investors fearing an uprising on Venus invest heavily in maintaining control. Seeking to maintain a strong influence many Mega-Corps move their home offices to Venus where they easily dominate all local politics. Venus is changed from a planet of research and mining to a high finance world away from the more established and restrictive Earth Governments.

-327 PS Cybernetics are improved reducing incidence of feedback insanity.

-313 PS The Allied Venusian Market becomes the premiere financial index and stock/commodity exchange in the Solar system.

-306 PS It's noted that those born in space seem to exhibit a higher aptitude for psionic ability.

-294 PS War erupts between psi-supporter, psi-elitist, and anti-psi factions. On Earth no government actively participates, it is a war of individual citizens fought in back alleys and homes. Psionic refugees are formally given asylum by both the Venusian and the Martian governments who both protect and govern the psychics in their own manner. The Lunar colony uses the internal strife on Earth as an opportunity to declare it's total political independence.

-274 PS Blastertech developed.

-265 PS Post natal genetic alteration is developed using tailored viruses.

-259 PS Following the lead of the Lunar Empire the inhabitants of Mars declare themselves the "Martian Republic" the military takes the leadership role forming the government. The Allied Venusian Market (AVM) buys out the existing Venusian government establishing a Board of Directors to run political affairs. Earth is outraged but unwilling to wage a war against the two most powerful colonies.

-249 PS Genetics still haven't unlocked the key to psionics even though it seems to follow family lines.

-245 PS The Lunar Colony conquers Earth declaring itself the Lunar Empire under the leadership of of the powerful psychic Emperor Sabathius.

-232 PS The AVM encourages

rampant genetic research.

-214 PS Gravity simulators are developed based on kinetic thrusters, but inexplicably some specific design configurations become harmfully radioactive after activation regardless of power source

-207 PS The Lunar Empire becomes more totalitarian under a new Emperor Sabathius an even more powerful psychic than his father.

-197 PS Repulsertech developed from kinetic thruster technology expedites travel in space.

-191 PS interdimensional-radiation is discovered finally explaining the mystery of Gravity Simulator Radiation.

-177 PS Some Earth refugees flee the Solar System in generation ships using the new repulsertech. These ships lose contact with the Solar system within one year of leaving.

-169 PS Nano-waves are discovered allowing more complex machine interactions.

-159 PS ID-radiation types are classified using the Chase Scale which measures the newly discovered 3rd scale of energy.

-151 PS The first distinct ID-radiation structures are defined

-142 PS The First Warp Drive is built using principles based upon ID-radiation. The ship returns after 5 minutes; hundreds of years older with evidence of the crew murdering each other.

-135 PS Link between ID-radiation structures and psionic powers is discovered.

-121 PS The Lunar Empire erects its "Telekinetic" Curtain, a political policy limiting all travel and the flow of information between the Lunar Empire and the other nations under the reign of a new Emperor Sabathius.

-110 PS Hidden Moon project is started.

-107 PS Dr Samuelo Dryw hijacks the First Warp Drive from its tourism dock orbiting Venus. He and his band of students and fanatic followers say they will execute a Warp Jump and proceed to vanish.

-99 PS Study of complex ID-radiation forms lead to the development of the "psitronic" technical science. Psionic amplifiers are developed.

-93 PS The "Colonies" expand their influences leaving no Solar space unclaimed.

-81 PS Psitronic technology leads to the development of Interstellar Teleportation.

History of the Martian Flag
The Original Martian Flag of Independence
The Star was added to the flag when the first extra-solar colony was established.
When the new Capitol was established in the Mars Star system the red planet was added to memorialize the first capitol.
When all contact with the Solar Star System was lost the blue planet replaced the red planet in memory of the now lost human ancestral home.

-71 PS Dr Samuelo Dryw returns to the Solar system with over a hundred star systems mapped and theories for producing safer Warp Gates to use in conjunction with a Warp Drive system..

-63 PS Mankind explodes from the Solar System using both Warp Drives and Interstellar Teleportation.

-54 PS The Martian Republic and the AVM find new planets to serve as seats to their respective growing empires but the Solar system is still mankind's ancestral home. The Lunar Empire seems uninterested in expansion.

-43 PS Teleportation beacons are developed.

-29 PS The Hidden Moons are discovered. The Martian Republic and the AVM realize the Lunar Empire has been expanding using Warp Technology since before Dr Dryw's hijacking.

-11 PS The powerful Psychic Johann Ramierez surfaces and foretells the end of the Earth.

0 PS All contact is lost with the Solar system.

23 PS Modified Humans unite to form the nation of Eden and are supported by the Martian Republic

35 PS Edenites migrate from Eden renaming the planet Garden.

100 PS Mankind continues to expand across the galaxy discovering new worlds and races while dealing with it's own lost heritage and divided brethren.

Overview

The Martian Republic is founded on a strong sense of patriotism and equity. The government is founded on a genuine belief that it is the responsibility of the strong to protect the weak.

Founded by the military presence on the original Martian Colony the Martian Republic is a strict military democracy. Only those who have served in the military and thus demonstrated their willingness to sacrifice themselves are eligible to vote or hold public office. While serving in public office an individual is ineligible for active duty. Otherwise any former military person is eligible for reactivation.

There is no discrimination in the Martian Republic Military's recruitment. Regardless of physical or mental limits a person is eligible for service. Service is an agreement to serve the government in the best capacity possible though. This means the physically and mentally challenged have an equal chance of low impact clerk duty in war zones or simply human experimentation based on their aptitudes and abilities in relationship to governments' needs. Experimentation is as humane as possible and only performed at the end of lengthy test trials.

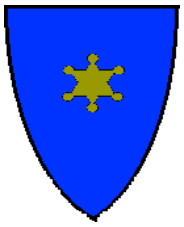
A standard tour of Duty is 3 years. Every 3 years a soldier may enroll for inactive duty. If approved they receive their earned commission and enter the civilian society.

The term Citizen refers to those with governing rights, the term Civilian refers to those who choose not to enlist. Although Citizens tend to stick together (especially if they shared a tour of duty or duty assignment) Civilians are not persecuted. Citizens are trained to believe that Civilians are the weak who must be protected at all costs or else the Martian Republic has no worthwhile purpose.

The Martian Republic Military is represented by Mr. Mars. Mr. Mars is a larger than life propaganda icon who delivers public service messages.

Organization

The Martian Republic Military (MRM) is split into three cooperating branches.



1. I/E Corps

The I/E Corps is the Intelligence and Enforcement Branch. The I/E Corps serves as both the military and civilians law enforcement. They also oversee covert operations and while they are respected they are also often viewed as pompous and self-important. Nickname: The Man.

2. Armada

Armada is the Air and Space branch of the MRM. This branch oversees transport logistics and piloting vehicles ranging from fighters and transports to the massive Star Cruisers. Nickname: Flyboys.

3. Mechanized Infantry

The Mechanized Infantry (MI) are the ground fighters who have to dig the enemy out or hold ground to delicate to carpet bomb. The MI is the most abundant member of the MRM and the backbone of the Martian Republic. The MI have three sub-branches.

Heavy Infantry

The Heavy Infantry pilot the mechanized robots of the MRM ranging from Battlewalkers to the “Thor” combat robot. Nickname: Tin Men

Calvary

This branch consists of high speed units equipped with Exo-Bikes. Calvary troops are usually exceptional in some specific field. The MI Calvary are the MI Special Operations forces taking missions average soldiers would think suicidal. Nickname: Riders

Standard MI

If the MI is the backbone of the MR, then these man and women are the vertebrae. These are the common foot soldiers who hold trenches and clean out enemy bunkers. These are the troops who explore hostile territory, rescue refugees, and defend the common man from the evil scourge of the galaxy. This branch is where most Civilians become Citizens. Nickname: Grunts.

Character Creation

Creating a character for MR:Grunts is like creating any other Fuzion Characters simply use these guideline.

Far-Tech Fuzion Character Creation Plug-In

Characteristics used (Please note the variations from the standard set) I recommend using 30 CP and 35 OP with a max of 35 OP from complications

Mental
INT
WILL
PRE
Combat
TECH
REF
DEX
Physical
CON
STR
BODY
Movement
MOVE

Derived Characteristic

Stun	[Bodyx5]
Hits	[Bodyx5]
Defense	[CONx2]
(REC) Recovery	[STR+CON]
(THR) Threshold	[CON+BODY+WILL]
(Res) Resistance	[WILLx2]
(LCK) Luck	[INT+REF]
(END)Endurance	[CONx10]
Run	[MOVEx2m]
Sprint	[MOVEx3m]
Swim	[MOVEx1m]
Leap	[MOVEx1m]
(0G) 0 G movement	[MOVEx0.5m] (this is in a surface free environment if there are surfaces use the leap characteristic for movement)

Lifepath

The Fuzion system has many Lifepath Plug-Ins available for a variety of settings. For MR: Grunts I encourage the use of Mark Chase's Atomik Lifepath. Atomik Lifepath is very versatile while still providing a detailed history. To use Atomik Lifepath in MR:Grunts use this tool

MR:Grunts
Plug-in Adapter For
Atomik Lifepath

Simply use these tables in place of the same named table within Atomik Lifepath

Clothing and Style

On Duty
Field Uniform

Off Duty

1	Jumpsuit
2	Field Uniform
3	Dress Uniform
4	Casual Clothes
5	High Fashion
6	Biker Gear
7	Suit
8	Dress Uniform
9	Field Uniform
10	Jumpsuit

Hairstyle

1	Bald
2	Pony Tail
3	Fashion Style
4	Crew Cut
5	Neat and Short
6	Flat "monk" Cut
7	Short and Trim
8	Short and Spiked
9	Dread locks
10	Skull Lock

Hair Color
(Use the Sci-Fi Table)

Accessories (only if desired)

1	Tattoo
2	Medallion
3	Mirrorshades
4	Headband
5	Cosmetic Scars
6	Really nice boots
7	Pocket Watch
8	The Medal of a dead relative
9	Family good luck charm
10	Armband

Complications

Following is a list of complications players and GMs may wish to consider calculating for use in their military campaign. These are of course in addition to and elaborations of those already listed.

Addiction: Chemical

The character suffers from a chemical addiction. Without regular doses of the chemical the character suffer severe mental or physical duress. (In the Lost Sol setting the most difficult and powerful drugs to acquire are Eco-Drugs. Eco-Drugs can only be produced using or extracted from natural organisms on alien worlds. The complex microorganisms within these specific ecologies confound all attempts to synthesize them.)

Addiction: VR

The character is addicted to Virtual Reality. They will seek the comfort of false existence whenever possible whether it is a training program or an entertainment venue. The character will enter virtual Reality whenever it is available.

Addiction: Work

This character is not comfortable unless they are working on something productive. The actual activity is of little importance the character just needs to keep busy in order to relax.

Cannot Harm Innocents

This character has a strict moral disposition opposed to killing innocents. Usually this isn't a problem since most deaths occur in combat.

Charitable

This character feels an obligation to aid the less fortunate whenever possible and will sacrifice their own welfare readily for those in need of assistance.

Chauvinistic

This character judges a particular class of people as being inferior. They could be aliens or a different nationality of human or even the opposite gender.

Trophy Collector

This character has a habit of collecting battle trophies. A mild collector may keep pictures of battlefields or keep maps. An extreme collector on the other hand would collect body parts of fallen enemies (this grotesque practice would not be condoned by the military so it should be kept a secret and the "secret" complication may be taken as well)**.**

Compulsive Carousing

This character feels a need to pursue sexual partners whenever they are present. This can interfere with professional relationships as well as cause problems when passing through small communities.

Compulsive Gambling

This character loves random chance while the usual stakes are money severe gamblers will risk anything for the opportunity to win.

Compulsive Spending

This characters cannot save money they feel obligated to spend money. While this is usually to purchase objects it can also apply to buying a variety of luxury services.

Curious

This character should not be sent to look for booby traps. If it's closed they want to open it. If it's dark they want to light it up. God forbid the unmarked button or switch.

Cyber-Rejection

This character's immune system will not accept synthetic parts. Tissue around the cybernetic parts die and the character risks infection. In the Martian Republic bioware is available but cybernetics are the standard field issue if a replacement limb is needed. A character with this complication may have to live with a hook, eyepatch, or pegleg. Until he can get assigned to a secure medical facility. This is a major disadvantage.

Dependents

Not only does this character have to worry about his own neck he's got to worry about somebody back home: an elderly parent; a spouse; or maybe a child.

Flashbacks

This character has seen something he can't get out of his head in times of stress or with specific triggers he will relive a period from his past either in a catatonic state or possibly be reenacting it.

Glory Hound

This character wants to shine in the spotlight. When he wants to be the hero he may endanger others and have a hard time following orders.

Humble

This character doesn't need or want credit for his heroic or vital actions. Satisfaction in a job well done is all they want.

Imaginative

This character always has a plan but it's usually not a really good one; in fact they're always a little too complex and depend on some amazing circumstances.

Indecisive

This character can take long time deciding what is the right thing to do. The intensity of this complication usually dictates how long it takes to make a decision.

Killjoy

This character is not the life of the party in the field they don't celebrate the victory they just wait for the next order and generally tell everyone else to calm down before he has to calm them down.

Loner

This character can work with other but he doesn't like it when he's part of a team he always volunteers to scout ahead or cover the rear. It's hardly worth the trouble to invite him to join in.

Nightmares

This character suffers from nightmares. Intensity of this complication can represent either amount of sleep lost when they occur or the frequency and vividness.

On the Edge

This character isn't suicidal but they don't care about surviving either. They'll always volunteer to defuse the bomb or check out the cramped tunnel.

Proud

This character has an ego which may be deserved but is still annoying. This character is happy to tell tales of his success and is hurt on many levels by his failure.

Sense of Duty

Every soldier has some degree of this complication automatically but this character has a stronger sense and his sense of duty is part of every part of his life.

Trademark

This character doesn't just do a job he signs his work as well. Whenever he accomplishes something he'll leave his mark in the form of a card or an initial or some other sign that he was responsible.

Trickster

This is the character who everyone looks to when things are good and the one most likely to annoy when things are bad. The character's predisposition towards pranks can aggravate as easily as uplift.

Vow

This character has made a promise and they will strive to keep it. This complication can easily be taken multiple times with varying intensities.

Xenophilia

This character not only sees aliens as equals but is drawn towards them the more alien they are the more intriguing they will seem. This interest is not always sexual but it easily could be.

Memberships

The following groups are common organizations characters should consider spending OP on membership within.

Star Clan

Star Clans are massive extended families tracing their genealogy back to a single ancestor. Star Clan members can depend on other members of their clan to provide family help. While they may not give money they'll usually provide a warm bed and a meal happily in exchange for family news. Star Clans are a desperate attempt by mankind to keep in touch with their now absent heritage. A character's level of membership represents how well they are known throughout the family as well as how many family members they can track down when in a foreign place. Star Clan members can be found anywhere there are humans no matter what the nationality (Martian, Venusian, etc.); the only question is knowing where to look.

OP Cost 1/ level

To contact a local relative a player should roll 3D6+INT+PRE+Star Clan Level vs a DV based on this chart. Each point the roll is made by represents a local relative.

Star Clan Relative DV Chart

	DV
Capitol World (Mars) 1 Billion Humans	**14**
Major Human Planet 5 Million Humans	**18**
Minor Human Planet 1 Million Humans	**22**
Large Human Colony 100,000 Humans	**26**
Medium Human Colony 50,000 Humans	**30**
Small Human Colony 10,000 Humans	**34**
Large Human Outpost 5,000 Humans	**38**
Medium Human Outpost 1,000 Humans	**42**
Small Human Outpost 500 Humans	**46**
Large Human Asteroid Camp 100 Humans	**50**
Medium Human Asteroid Camp 50 Humans	**54**
Small Human Asteroid Camp 10 Humans	**58**

Security Clearance

Security clearance has more to do with record than actual rank. More importantly security clearance doesn't grant admission it just means you can be trusted enough to be considered for access.

OP Cost 4 / level

Military secrets are shared on a need to know basis. A character's security clearance doesn't mean "he needs to know" but it will dictate what information it is believed he can be trusted with if necessary.

Veterans of Alien Wars

Veterans of wars that take them off their home world often feel a camaraderie with each other and share stories and social time together during and after active duty.

OP Cost 1/ level

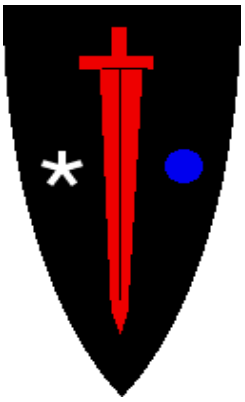
The VAW has no official power they're just a Fraternal Organization. A low VAW membership means the character pays their dues regularly and is admitted into VAW meeting areas. A high VAW membership means the character is well known and liked throughout the organization. Fellow VAW members might provide services for free or offer vital information.

Martian Legion

Similar to the VAW the ML is a fraternal organization but any veteran who witnessed active military duty is welcome.

OP Cost 1/ level

Like the VAW the ML is simply a Fraternal Organization without official power. The ML is more widespread than the VAW but because entrance to the organization is so much easier there is less camaraderie. In short terms the ML is more useful at low membership levels but doesn't have as many rewards for a high membership level.



Martian Republic Military

All MR:Grunts characters belong to this group automatically spending OP on membership within this group will dictate military rank. While OP must be spent on rank at the start of a game after the game begins the GM should award promotions and demotions based on military performance.

Ranks and Emblems

Commander in Chief

This is actually the highest elected position within the Martian Republic. While the Commander in Chief is primarily in charge of matters of state his rank while in office is supreme. While any citizen can run for this elected position it's never been held by a citizen who achieved a rank less than 1 Sword General.

OP Cost (not available at Character creation)

4 Sword General

There is one general of this rank for each planet within the Martian Republic. Promotion to this rank is performed by a majority vote among all current 3 & 4 Sword Generals.

OP Cost (not available at Character creation)

3 Sword General

Nominated by a majority of 2 Sword Generals a majority decision by the current 3 Sword Generals grants this promotion.

OP Cost (not available at Character creation)

2 Sword General

Promoted by a majority decision among the current 3 Sword Generals.

OP Cost (not available at Character creation)

1 Sword General

Promoted by mutual agreement of 2 higher ranked generals.

OP Cost (not available at Character creation)

General

Promoted on order of any current Sword General rank.

OP Cost (not available at Character creation)

Admiral

A rank only held by members of the Armada. Admirals are assigned a fleet of starships and are responsible for that fleet's movements and troop deployment.

OP Cost (not available at Character creation)

Lieutenant General

This rank is only eligible to non-Armada officers. These officers are responsible for tactical deployment of troops under their assigned Admiral.

OP Cost (not available at Character creation)

Vice Admiral

This rank is the second in command to an Admiral.

OP Cost (not available at Character creation)

Major General

This rank serves as second in command to a Lieutenant General.

OP Cost (not available at Character

creation)

Brigadier General

This rank reports to Admirals and higher ranked Generals often taking responsibility for the entirety of a larger vessels troop compliment or a major military outpost.

OP Cost (not available at Character creation)

Colonel

This is the most common commander responsible for a military outpost.

OP Cost (not available at Character creation)

Lieutenant Colonel

This rank serves as second in command to a Colonel.

OP Cost (not available at Character creation)

Commander

This rank is often responsible for the troops within a Star Carrier or a smaller military outpost

OP Cost 500

Major

This rank serves both field and administrative roles depending upon the immediate need.

OP Cost 250

Lieutenant Commander

Identical to the Major in job responsibility.

OP Cost 125

Captain

While occasionally an administrative rank these soldiers are more prone to serve as leaders in combat groups populated by experienced troops.

OP Cost 65

Lieutenant

Rarely an administrative rank these soldiers are usually leading front line combat groups or if in the Armada they are piloting within hot zones.

OP Cost 35

First Lieutenant

Same responsibilities as a Lieutenant.

OP Cost 20

Second Lieutenant

Same responsibilities as a Lieutenant but less likely to be leading a combat group alone. Instead Second Lieutenants are usually second in command to a Captain or Lieutenant.

OP Cost 10

Sergeant

Same responsibilities as a Second Lieutenant but almost never responsible leading a combat group alone. Instead Sergeants are normally second in command to a Captain or Lieutenant.

OP Cost 5

Technical Sergeant

This rank is held by highly skilled soldiers usually medical or engineering specialists serving in a small group. This rank is given in place of the rank of Corporal to distinguish the technical soldiers from their fellow soldiers.

OP Cost 3 (In addition to the OP cost a GM must identify a technical competence of the character to justify this rank)

Corporal

A rank commonly awarded to successful squad leaders these troops have demonstrated a competence not commonly attributed to the standard level of training.

OP Cost 2

Technical Corporal

This is the starting rank for soldiers who have completed special technical training as part of their basic training.

OP Cost 1(In addition to the OP cost a GM must identify a technical competence of the character to justify this rank)

Private

This is the starting rank of any soldier who has passed basic training.

OP Cost 0

<u>Special Ranks</u>

These ranks are not part of the normal command chain and cannot be purchased with OP. They must be awarded by the GM; usually as a part of game play.

Ship Captain

An Admiral can appoint any rank of Armada soldier to the position of Ship Captain. While aboard their assigned vessel these soldiers have the final word on their ships deployment and course. This rank is only of precedence on the assigned vessel and the captain's normal rank dictates his responsibilities in regards to the actions of his fleet and the missions he's assigned. Any vessel can be assigned a Ship Captain but it's rare for any vessels smaller than a boat to have an actual "Ship Captain" instead the highest ranking Armada personnel make all movement and approach decisions.

Squad Leader

A squad leader is assigned by a commanding officer to designate a leader when assigning troops of equivalent ranks a mission. A Squad Leader can technically only command soldiers of equivalent or lesser rank.

Licenses

The following permits and licenses can be purchased by players to afford them certain privileges and powers.

I/E Law Enforcement License

4 OP for Citizens (I/E members only)

Not Available for Civilians (of course)

License to Practice Emergency Medicine

1 OP for anyone with necessary

medical skills

License to Practice Full Medicine
3 OP for anyone with necessary medical skills

Gun Permit
0 OP for Citizens
2 OP for Civilians

Concealed Weapon Permit
2 OP for Citizens
Not Available for Civilians

License to Sell Personal firearms
2 OP for Citizens
Not Available for Civilians

License to Sell Military Vehicles and Heavy Weapons
5 OP for Citizens
Not Available for Civilians

Passport to the AVM
0 OP for anyone but it needs processed before going into AVM space.

Passport to the Lunar Empire
3 OP for anyone who wants to deal with the Lunar Empire red tape (Note: While psychics can get passports they are outlaws as soon as they enter Lunar controlled space).

International Pilot License
1 OP for anyone with necessary interstellar piloting skills. This permit dictates a level of safety recognized in all human governed space. It's the pilot's responsibility to be aware of any trade or travel restrictions within a local star system.

Contacts

Just like any other setting; contacts are powerful tools for characters. While the usual contacts work fine some additional contacts a GM and player might want to consider are listed below.

Quartermaster
A quartermaster can be a wide variety of ranks but he's got a vast amount of power and responsibility. He's assigned to a regiment or other large body of military troops and oversees all distribution of food, shelter, ammo, or anything else provided by the powers that be. If you don't have the rank to get the equipment you need, being a friend of the quartermaster might just make the difference.

I/E Inspector
An I/E Inspector is the detective of the Martian Republic. Knowing anyone in the I/E Corps can be handy but the Inspectors are the ones who are actually trying to figure out what really happened and have access to the most facts.

Motor Pool
The motor pool isn't a person but the people who work in it can provide a variety of assistance. Whether it's rush repairs or just a report on the types of damage another squad received; this is especially useful if you're going out to replace them.

Favors

Favors are pretty straightforward with one exception. Officers are not permitted to request favors from their subordinates this is seen as an abuse of power and very harsh penalties can be imposed.

Renown

Renown works the same way in MR:Grunts as it does in any other game setting but players should be aware a good reputation can earn some dangerous duty assignments.

Wealth

In the Lost Sol setting money can be very powerful since technology is so empowering. For this reason I've developed the following

Far-Tech Fuzion Wealth Plug-In

Instead of the standard abstract Wealth levels presented in Fuzion 5.02 I recommend the following mechanic. Wealth points are purchased at 1 to 1 ratio

1 OP = 1 Wealth Point (WP)

but instead of representing an economic level they represent a stable investment. 1 WP pays the character 0.1 OP worth of cash a month. Taking time to sell the investment will earn the the character 1 OP per WP. Selling the investment quickly will only earn 0.5 OP per WP. The earnings from WPs can only be collected in specific areas. If a character leaves the region his cash will accumulate until he returns depending on the terms of the investment the GM may allow the accumulated wealth to increase the number of WP.

Lost Sol Money

In the Lost Sol setting each planetary nation has it's own currency but there is one standard of value used in all human governed space. The OP, an OP represents one Oberian Prism.

An Oberian Prism is a synthetic crystal which can only be produced on Oberian Research Station.

The Oberian Research Station is located in a binary spatial anomaly. Oberian Prisms were a side effect of early experiments studying the anomalies effects on real space. Oberian Prisms are completely free of radiation and their molecules are always in an identical pattern. More importantly there is no way to counterfeit them. In a galaxy of limitless natural resources these unique crystals allow for a standard of value to be maintained.

The Oberian Research Station is an independent nation but it is surrounded by a massive military contingent from the other human nations all policing each other to make sure no one nation seizes control of the Station.

Grunt Pay

Martians become grunts to become citizens not to get rich but there is still a reasonable wage to be made based on the danger of an assignment. A safe outpost on Mars pays 10 OP a month while fighting the Crazy Legs on Bludo 3 earns you 100 OP a month. Each

rank above private also garners an additional wage adjustment of +5% for each rank. Pay is issued monthly with at least 50% of the wages directed to a soldier's selected homeworld bank account. A soldier can decide how much of their remaining pay is issued to them as cash or directed to said bank account.

Perks

The following perks are the most appropriate for a MR:G campaign. A GM can include any other talents they wish but these are the talents I feel are most reasonable for the setting. These talents act the same as the talents of the same name listed in Option 2 of the Fuzion Rules. A GM should avoid letting more that 1 or 2 people have the same talent. By doing this talents will be more unique and help characters distinguish themselves (if many players want the same talent you might have them bid OP and award the highest bidder the coveted talent)

Ambidexterity
Beautiful/Handsome
Blind Reaction
Combat Sense
Common Sense
Direction Sense
Double Jointed
Eidetic Memory
High Pain Threshold
Intuition
Lightening Calculator
Light Sleeper
Perfect Pitch
Speed Reader
Time Sense

Skills

Far Tech
Skill List
Plug In

The Far Tech Fuzion Skill List is a detailed skill list to reflect the high level of technical knowledge available (and required) within the Lost Sol setting. Also note some of the complimentary skills have changed.

Evade Skills

(DEX) Evade Hand to Hand
This is the skill to use when actively avoiding a hand to hand attack.

(DEX) Evade Melee Weapons
This is the skill to use when actively avoiding a melee weapon attack.

(DEX) Evade Ranged Weapons
This is the skill to use when actively avoiding a ranged attack.

Attack Skills

(REF) Hand to Hand Fighting
This is the skill to use when trying to strike an opponent with bare hands.

(REF) Melee: Sword
This skill covers all swords including mono-edge swords and chain swords.

(REF) Melee: Knife
This is the skill to use when trying to strike an opponent with a knife whether it has a mono edge or a safer edge.

(REF) Melee: Club
This is the skill to use when trying to strike an opponent with a blunt weapon like a club or length of pipe.

(REF) Melee: Mono-Wire
This is the skill to use when trying to strike an opponent with the illegal weapon commonly referred to as "mono-wire".

(TECH) Gunnery

This is the skill to use when trying to fire weapons mounted on vehicles. Vehicle weapons are aimed and fired using computer systems.

(REF) Marksmanship: Arm Blasters

Firing an arm blaster is in some ways easier and some ways more difficult than aiming a traditional firearm it is markedly different though and thus has it's skill.

(REF) Marksmanship: Blaster Pistols

Blaster pistols have minimum recoil but the autofire mechanism causes a distinctive spread to the shot placement.

(REF) Marksmanship: Blaster Rifles

Blaster rifles have much more recoil other blaster weapons.

(REF) Marksmanship: Railguns

A skilled marksman can compensate for the spread pattern caused by a railguns velocity enhancement.

(REF) Marksmanship: Repulsors

While Repulsors are easy to aim with they still fire in a unique manner.

(REF) Marksmanship: Rocket Handgun

It take a very steady hand to control the massive recoil of these handheld weapons.

(REF) Marksmanship: Rocket Sub-machine Guns

These weapons recoil wildly when fired.

(REF) Marksmanship: Rocket Rifles

This is the easiest rocket gun to fire but it is still unique from other other chemical projectile weapons.

(REF) Marksmanship: Shotguns

Like a repulsor it's not hard to fire a shotgun and hit something but it is hard to hit something well.

(REF) Marksmanship: Laser Weapons

Laser weapons are unique in that they have no recoil and the user can't track his shot unless he can see his impact point or there is atmospheric particles which in turn obscure his target.

(REF) Marksmanship: Grenades

Throwing a grenade with accuracy is an art form which is useful when throwing other things as well. A truly skilled grenade marksman can set a grenades timer to explode while the grenade is at it's most advantageous point in its flight path.

(REF) Marksmanship: Grenade Launchers

Grenades simply don't fly the same way other projectiles do.

Awareness Skills

(INT) Concealment

This is the skill to identify good hiding places either to stow stuff away or look for things that are already hidden.

(WILL) Concentration

This the skill to focus ones thoughts on a single idea or action.

(INT) Deduction

This skill is a way for players to ask the GM to identify possible connections between clues. The GM never has to provide information but this skill might come in handy when players are hitting a brick wall while problem solving.

(INT) Lip Reading

This skill allows a character to identify speech based on the movements of the mouth. Not only is this skill specific to a language it is also specific to the race whose speech can be read. A canine mouth capable of speaking English will not move like a human mouth making the same sounds.

(INT) Perception

This skill is used to seek information by noticing things that are out of place or don't fit a normal pattern. Alternatively it can identify an existing pattern that is not immediately obvious.

(INT) Shadowing

This is the ability to plan a route through

obscured terrain hiding from possible detection or to follow a person unnoticed. While this skill will provide a plan; characteristic checks involving DEX or TECH may be required to execute the plan. This skill also helps identify other people using the same skill.

(INT) Surveillance

This is the ability to plan a surveillance pattern to monitor a subject unnoticed.

(INT) Tracking

This is the ability to follow a trail left by others. (NOTE: Hovercraft exert force on the ground they travel over so they do leave an obscure but consistent trail unless traveling over a smooth surface free of debris.

Control Skills

(INT) Power Suit Operation

You don't need this skill to put on a power suit but you do need it to survive while wearing it. Use of this skill allows the wearer to properly catheterize themselves and use the power suits energy and supply system sparingly.

(DEX) Pilot Hover bikes

Unlike most vehicles Hover bikes must be controlled by shifting body weight in addition to the manual controls.

(TECH) Pilot Hovercrafts

Hovercrafts are any land based vehicle which moves using Repulsertech. Control is maintained via a computer system.

(DEX) Pilot Power Armors

To pilot a power armor the wearer must be familiar with a variety of function controls keyed by precise body placement rather than traditional manual or vocal controls.

(TECH) Pilot Robots/Battlewalkers

Battlewalkers and piloted Robots have an assortment of "limbs" which are manipulated using computer assisted systems.

(TECH) Pilot Fighters

Fighters are single or dual piloted air/space craft designed for 3-D combat. With the use of Kinetic Thrusters these vehicles are piloted equally well in space or atmosphere.

(TECH) Pilot Space Boats

Space Boats are medium sized vessels usually designed to hold crews of 4 to 12. A single pilot can control these vessels.

(TECH) Pilot Space Ships

Space Ships are vessels large enough to hold space boats and/or fighters. In an emergency a single pilot can handle the ship but maneuvers like docking and entering atmosphere are nearly impossible. There's just to much ship for one person to pay attention to.

(TECH) Pilot Space Carriers

Space Carriers are massive military vessels housing hundreds of fighters and dozens of Space boats. Their external hull often has multiple docking ports for Space Ships. Attempting to handle these vessels with a single pilot results in engine failures and other technical side effects disrupting ship operation.

Body Skills

(DEX) Acrobatics

Using this skill allows a character to do an assortment of aerial body maneuvers and attempt to land on their feet. Tumbles flips and jumps are common. The GM should base the difficulty of the maneuver on the complexity of the maneuver.

(DEX) Climbing

This is the ability to climb. Difficulty for climbing should be based on the surface being climbed and the equipment being used.

(DEX) Contortionist

This is the practiced ability to bend limbs to their limits and flex the torso more than normal.

(DEX) Stealth

This is the skill to actually move quietly and/or through shadows to avoid detection.

Social Skills

(PRE) Bribery

The skill allows a character to estimate how to approach an individual to bribe as well as how much of a bribe may be expected.

(INT) Conspiracy

This skill allows a character to estimate the inner workings of complex organizations as well as formulate plans to orchestrate their own conspiracies.

(PRE) Conversation

This skill allows a character to subtly both glean important information from conversations

as well as guide conversations towards topics of their interest.

(PRE) Interrogation

This is the ability to rate a person's will to live versus their desire to withhold information. This skill gives the character an idea of when a "subject" is hiding something as well as how close they are to revealing that information.

(PRE) Leadership

The skill of inspiring others to follow your instructions or cause.

(PRE) Persuasion

The skill of guiding perceptions to a viewpoint you have chosen.

(PRE) Seduction

The ability to utilize romantic incentives to provoke a variety of actions from others.

(PRE) Streetwise

This is the skill of identifying where to look for answers in common social settings.

(PRE) Trading

This is the skill of estimating the value a commodity holder has for their commodity as well as estimate their perceived value of the commodity being offered for trade.

(PRE) Wardrobe and Style

This skill allows a character to identify the key trends of fashion and integrate them into their own or others personal styles.

Technical Skills

(TECH) Bugging

The ability to properly place, operate and find hidden surveillance equipment.

(TECH) Demolitions Placement

The ability to place explosives in key locations causing maximum effect with minimal collateral damage.

(TECH) Demolitions Construction

The ability to defuse and construct explosive devices.

(TECH) Mechanics

This is the skill to practice the applied science of mechanics on machinery and other Newtonian systems. (NOTE: This skill is needed to work on Kinetic Thrusters and Repulsertech)

(TECH) Electronics

This skill allows for maintenance of wired electrical systems as well as following or making proper electrical connections. (NOTE: This skill is needed to work on Blastertech, Psitronic devices, Kinetic Thrusters and Repulsertech)

(TECH) Psitronics

This skill is the applied maintenance of Psitronics devices specifically pertaining to their delicate dimensional barrier weakening radioactive components. (NOTE psitronics has few other applications other than an above average knowledge of what levels of radiation are lethal.)

(INT) Forgery

The ability to create false documents by identifying and reproducing hidden traits designed to stop or discourage reproduction.

(INT) Gambling

This skill allows the character to calculate odds in games of chance allowing them to reduce their potential for loss.

(TECH) Jury Rigging

This skill is the art of making things work using unconventional or non-standard parts to replace (usually temporarily) missing or damaged vital components.

(TECH) Lock Picking (mechanical)

This is a skill in the bypassing of mechanical locking mechanisms such as key locks and combination tumblers.

(TECH) Lock Picking (electronic)

This is a skill in bypassing electrical lock systems such as key pads and bio scanners.

(TECH) Paramedics

This is the skill of applying medical assistance to the hurt or sick. A rank of 5 is roughly equivalent to a contemporary doctor.

(TECH) Security Systems

This is the ability to design and/or evade complex security systems using alarms, traps, and sensors.

(INT) Hacking

This is the skill of actively invading a computer system and extracting or modifying

information. (For complete Hacking rules wait for the first AVM sourcebook)

(TECH) Weaponsmith: Blastertech

This skill is used to build or repair all forms of Blastertech.

(TECH) Weaponsmith: Railguns

This skill is used to build or repair all forms of Railguns.

(TECH) Weaponsmith: Repulsor Weapons

This skill is used to build or repair all forms of Repulsor weapons.

(TECH) Weaponsmith: Chemical Projectiles

This skill is used to build or repair all forms of chemical propelled projectile weaponry.

(TECH) Weaponsmith: Lasers

This skill is used to build or repair all forms of laser weaponry.

(TECH) Weaponsmith: Grenades

This skill is used to build or dismantle all forms of Grenades.

Performance Skills

(PRE) Acting

This skill is the ability to present false emotions and/or personality traits convincingly.

(TECH) Disguise

The ability to change a character's appearance and general physicalities.

(PRE) Mimicry

The ability to imitate voices (this will not fool audio senors).

(PRE) Oratory

The ability to hold an audiences attention while speaking.

(PRE) Performance

This is the ability to entertain. Specific type of performance include stagecraft, singing, and playing a musical instrument.

(REF) Sleight of Hand

The ability to rapidly move and hide objects using hand gestures misleading any witnesses.

(PRE) Ventriloquist

The ability to throw ones voice using pitch, intonation, and echoes. A person can't hide the location of where they are speaking so much as provide multiple possibilities.

Education Skills

(INT) Bureaucratic

This is the ability to identify what red tape must be navigated and what can be avoided in a bureaucracy to get things accomplished as quickly as possible.

(INT) Business

This is the basic skill necessary to run successful business practices monitoring factors such as supply, demand, and service requirement.

(INT) Computer Programming

While computers in Far Tech don't require a special skill to operate; this skill is required to write or examine the programs used by the computers.

(INT) Criminology

This is the skill of searching for clues and evidence in relation to criminal or subversive activities.

(INT) Cryptography

This is the skill of decoding messages and solving ciphers.

(INT) Education

This is a general overall knowledge base reflecting years of formal education. The GM can call for the use of this skill when testing for general knowledge or trivia.

(INT) Espionage

The orchestration of elaborate covert information gathering.

(INT) Expert

When taking this skill the player must specify the area of expertise. Possibilities include Earth artifacts, Venusian stock trends, VR programmers, etc.

(INT) Language

When taking this skill the player must specify a specific language. (NOTE: most species cannot speak each others languages

instead they must depend upon psionic translators or more basic communication such as Morse code)

(INT) Local Expert

Knowledge of an area and it's people as well their customs. The specific area must be defined when the skill is purchased. The more specific the area the more detailed the information.

(INT) Navigation

This is the skill of planetary navigation using land marks and global positioning as well as following maps and calculating routes by land, water, or air.

(INT) Astrogation

This is the skill of calculating where you are in the galaxy and how to get from one point to another.

(INT) Professional

This the skill of performing a profession. It covers the actions not directly related to a more specific skill. For example Professional Doctor skill doesn't heal the sick but it is used to complete paperwork properly and write instructions for other medical staff to follow. The specific profession must be selected when the skill is taken.

(INT) Research

More than simply the knowledge of using search engines this skill actually lets a character make the cross references and identify the hidden clues within research material that provides information beyond what's contained in a single document.

(INT) Science

This a grasp of the skills necessary to perform experiments as well as record data and extrapolate information. When purchased a field of science should specified such as: interdimensional physics; psionics; astrophysics, xeno-chemistry, or terran biology. The more specific the scientific field the more precise the knowledge the skill represents.

(INT) Survival

This is the skill of living in a hostile environment. In a sci fi game this skill is more complex since different planets may have the same terrain with completely different ecologies. Some desserts have cactus to supply water in emergencies while other have absorption tubers which collect water from beneath the sand. When selecting the survival skill an environment must be defined. If a general environment is chosen like frozen wastes then the character will know how to look for general things like shelter and how to identify pure water and likely locations for food (possibly poisonous). If a specific planet is taken though the character will know what kind of life is edible as well as information on seasonal schedules and changes. Space hulk survival is also available. In this case the character knows how to establish basic recycling systems and live off the limited eco system of vermin available onboard a crippled space vessel.

(INT) Systems Ops

This is the skill of operating sensors and communication devices. Namely the ability to notice anomalies an automated system might overlook.

(INT) Tactics

This is the skill of warfare. Utilization and timing of military resources as well as general knowledge of issuing orders to large forces on the battlefield.

(INT) Teaching

This is the skill of conferring knowledge onto others.

Everyman Skills

Everyman Skills of a Martian Republic Citizen

Perception	2
Concentration	2
Education	2
Persuasion	2
Athletics	2
Teaching	2
Local Expert (Homeworld)	2
Hand to Hand	3
Evade Hand to Hand	3
Evade Melee Weapons	3
Evade Ranged Weapons	3
Melee: Sword	1

Melee: Knife	1
Melee: Club	1
Gunnery	1
Marksmanship: Arm Blasters	1
Marksmanship: Blaster Pistols	1
Marksmanship: Blaster Rifles	2
Marksmanship: Railguns	2
Marksmanship: Grenades	1
Power Suit Operation	2
Pilot Hovercrafts	2
Pilot Hover bikes	1

Everyman Skills of a Martian Republic Civilian

Perception	2
Concentration	2
Education	2
Persuasion	2
Athletics	2
Teaching	2
Local Expert (homeworld)	2
Hand to Hand	2
Evade Hand to Hand	2
Evade Melee Weapons	2
Evade Ranged Weapons	2
Pilot Hovercrafts	2

GM Materials

Making a Military Unit

Now that you know how to make characters you need make characters that will work well together. The following is a sample breakdown of a competent military squad.

Commanding Officer Usually a Lieutenant with lots of battle experience.
Second in Command Usually a Seargant who's served with the Lt for several years.
Mechanical specialist Usually a Technical Corporal this individual is a standard grunt with a little extra schooling in Mechanics, Electronics and Demolitions.
Medical specialist Usually a Technical Corporal this individual is a standard grunt with a lot of extra schooling in medical science.
3 Grunts These three soldiers are usually Privates and one of them will be a Squad Leader. The 2 Technical soldiers usually defer leadership to the squad leader when working away from the CO. The grunts should each have a different field of expertise to make the unit as diverse as possible. An example would be a tracker/scout or maybe a sharpshooter.

Sample Characters

When forming a squad for a game the following NPCs can be used to fill in the gaps or to give players ideas for how to build their own characters.

Lt. Karl Raesach

Lt. Raesach is an experienced military leader. He originally served in the Roughcuts when they were led by his mentor a Lt. Redmaan on the Mars homeworld. When Redmaan was killed during a joint I/E mission to intercept a rogue starship on a collision course Raesach was promoted to lead the Roughcuts. The Roughcuts were eventually transferred to the outpost on Tetron 4.

On Tetron 4 the Roughcuts were decimated in an ambush leaving Raesach and Bruto as the only survivors. This is why Raesach is so protective of his men. During his military suspension while the incident was investigated Raesach became a teacher and had Reeko and Disee as students during their senior year,

Raesach was a highschool sweetheart of Vice Admiral Bluejoy who advanced through the ranks serving in the Armada.

I/E Captain Sikes was the head investigator in the trial of Lt. Raesach he had attempted to use the trial against Raesach as a stepping stone for his career but his relentless investigation uncovered nothing despite his witch hunt tactics. As a result Sikes is considered to be a zealot and often loses credibility during his investigations. Sikes blames Raesach for his

bad reputation.

Raesach returned to active duty to form a new group of Rouchcuts to serve the MRM fighting the Crazyleg menace on Bludo 3. (Lt. Raesach is not intended as a starting character. Instead he is an example of a leader NPC who will take the other NPCs with him when the Roughcuts are split up and make sure the PCs are assigned to stay together.)

INT	3	WILL	5	PRE	4
TECH	2	REF	3	DEX	3
CON	2	STR	2	BODY	3
MOVE	3				

Stun	15	Hits	15
Defense	4	(REC)	4
(THR)	10	(Res)	10
(LCK)	6	(END)	20
Run	6 m	Sprint	9 m
Swim	3 m	Leap	3 m
0G	1.5 m		

Complications

Enemy:	I/E Captain Sikes	(4)
Duty	to MRM	(10)
Dependents:	Raesach's Roughcuts	(10)
Bad Reputation:	Hard a$$	(5)
Distinctive:	Scar	(5)

Memberships

Security Clearance	3
Veterans of Alien Wars	7
Martian Legion	4
Martian Republic Military	Lieutenant

Licenses

Gun Permit
Concealed Weapon Permit
Passport to the AVM

Contacts

Vice Admiral Bluejoy

Talents

Blind Reaction
Combat Sense
Common Sense
High Pain Threshold
Intuition
Light Sleeper
Time Sense

Skills

<u>Evade Skills</u>	
Evade Hand to Hand	4
Evade Melee Weapons	5
Evade Ranged Weapons	6
<u>Attack Skills</u>	
Hand to Hand Fighting	4
Melee: Sword	3
Melee: Knife	2
Melee: Club	2
Gunnery	2
Marksmanship: Arm Blasters	6
Marksmanship: Blaster Pistols	3
Marksmanship: Blaster Rifles	3
Marksmanship: Railguns	4
Marksmanship: Rocket Rifles	2
Marksmanship: Laser Weapons	1
Marksmanship: Grenades	2
Marksmanship: Grenade Launchers	1
<u>Awareness Skills</u>	
Concealment	1
Concentration	4
Deduction	2
Perception	3
Shadowing	2
Surveillance	2
Tracking	2
<u>Control Skills</u>	
Power Suit Operation	4
Pilot Hover bikes	2
Pilot Hovercrafts	2
Pilot Power Armors	1
Pilot Robots/Battlewalkers	1
<u>Body Skills</u>	
Climbing	1
Stealth	2
<u>Social Skills</u>	
Bribery	1
Interrogation	3
Leadership	3
Persuasion	3
Streetwise	2
Trading	2
<u>Technical Skills</u>	
Demolitions Placement	2
Demolitions Construction	1
Gambling	3
Paramedics	2
<u>Performance Skills</u>	
Performance	2
<u>Education Skills</u>	
Bureaucratic	3
Business	1
Education	6
Local Expert (Mars)	2
(Bludo 3)	1
Navigation	3
Professional (Teacher)	1
Survival (Mars)	1
(Bludo 3)	2
(Tetron 4)	1
Systems Ops	1
Tactics	3
Teaching	3

Sgt. Mark Bruto

Sgt. Bruto was assigned as a private to the Roughcuts while they served on Mars. He was a Corporal while on Tetron 4. His meritorious actions on Tetron 4 which resulted in the survival of Raesach and himself he was promoted to his current rank.

Bruto is a fine soldier but not a friendly guy. He leads and commands through intimidation and physical force. Bruto is a good man with strong connections to his star clan he just has a problem showing people this "weak" side of himself.

INT	2	WILL	3	PRE	3
TECH	2	REF	3	DEX	3
CON	4	STR	4	BODY	4
MOVE	2				

Stun	20	Hits	20
Defense	8	(REC)	8
(THR)	11	(Res)	6
(LCK)	5	(END)	40
Run	4m	Sprint	6m
Swim	2m	Leap	2m
0G	1m		

Complications

Bad Temper	(10)
Stubborn	(5)
Abrasive Personality	(10)
Duty to MRM	(10)

Memberships

Star Clan	Clan Bruto	lvl 7
Security Clearance		lvl 1
Veterans of Alien Wars		lvl 1
Martian Republic Military		Sergeant

Licenses

Gun Permit

Concealed Weapon Permit

Skills

<u>Evade Skills</u>	
Evade Hand to Hand	6
Evade Melee Weapons	4
Evade Ranged Weapons	6
<u>Attack Skills</u>	
Hand to Hand Fighting	6
Melee: Sword	1
Melee: Knife	1
Melee: Club	2
Gunnery	3
Marksmanship: Arm Blasters	2
Marksmanship: Blaster Pistols	2
Marksmanship: Blaster Rifles	6
Marksmanship: Railguns	6
Marksmanship: Grenades	4
Marksmanship: Grenade Launchers	4
<u>Awareness Skills</u>	
Concentration	2
Perception	2
<u>Control Skills</u>	
Power Suit Operation	4
Pilot Hover bikes	1
Pilot Hovercrafts	2
Pilot Robots/Battlewalkers	2
<u>Body Skills</u>	
Stealth	3
<u>Social Skills</u>	
Interrogation	4
Leadership	1
Persuasion	2
<u>Technical Skills</u>	
Demolitions Construction	3
Gambling	1
<u>Education Skills</u>	
Education	2
Local Expert (Mars)	3
Survival (Tetron 4)	1
(Bludo 3)	2
Tactics	1

Corporal Jonny Reeko

Reeko is an average soldier for the most part but he's got a charm that grabs people the right way. He joined the MRM to become a citizen and found himself a member of the Roughcuts.

Reeko's combined senses of Duty and Impulsiveness have resulted in a heroic disposition. He's become a focus of the Roughcuts and will go far in the MRM if he can survive.

INT	2	WILL	3	PRE	4
TECH	2	REF	3	DEX	3
CON	4	STR	3	BODY	4
MOVE	2				

Stun	20	Hits	20
Defense	8	(REC)	7
(THR)	11	(Res)	6
(LCK)	5	(END)	40
Run	4m	Sprint	6m
Swim	2m	Leap	2m
0G	1m		

Complications

Duty to Humanity	(15)
Impulsiveness	(10)

Lecherous (5)

Memberships

Martian Republic Military Corporal
Squad Leader

Licenses

Gun Permit

Talents

Handsome lvl 1
Common Sense

Skills

Evade Skills
Evade Hand to Hand 4
Evade Melee Weapons 4
Evade Ranged Weapons 4
Attack Skills
Hand to Hand Fighting 4
Melee: Sword 2
Melee: Knife 2
Melee: Club 2
Gunnery 2
Marksmanship: Arm Blasters 3
Marksmanship: Blaster Pistols 3
Marksmanship: Blaster Rifles 4
Marksmanship: Railguns 4
Marksmanship: Grenades 3
Awareness Skills
Concentration 3
Deduction 2
Perception 3
Shadowing 3
Surveillance 2
Control Skills
Power Suit Operation 3
Pilot Hover bikes 3
Pilot Hovercrafts 3
Pilot Power Armors 3
Body Skills
Stealth 4
Social Skills
Conversation 3
Leadership 3
Persuasion 3
Streetwise 2
Trading 2
Education Skills
Business 2
Education 2
Local Expert (Mars) 3
Survival (Bludo 3) 2
Tactics 3

Tech Corporal Ben Docker

Docker joined the MRM to receive military medical training. After passing necessary entrance requirements he was accepted and received his medical credentials.

Docker opted for inactive duty as soon as he received his credentials and moved to the colony on Bludo 3. On Bludo 3 Docker became a well known physician.

Docker opted for active duty after seeing the devastation of a Crazyleg raid on small outpost he visited to provide routine inoculations.

INT	6	WILL	2	PRE	2
TECH	6	REF	3	DEX	3
CON	2	STR	2	BODY	2
MOVE	2				

Stun	10	Hits	10
Defense	4	(REC)	4
(THR)	6	(Res)	4
(LCK)	9	(END)	20
Run	4m	Sprint	6m
Swim	2m	Leap	2m
0G	1m		

Complications

Shy (5)
Duty to Humanity (15)
Vow (help those in need) (15)

Memberships

Security Clearance lvl 1
Veterans of Alien Wars lvl 1
Martian Republic Military Technical
Corporal

Licenses

License to Practice Full Medicine
Gun Permit
Passport to the AVM

Renown

A good Doctor lvl 3

Skills

Evade Skills
Evade Hand to Hand 6
Evade Melee Weapons 6
Evade Ranged Weapons 6
Attack Skills
Hand to Hand Fighting 3
Melee: Sword 1
Melee: Knife 1
Melee: Club 1
Gunnery 1
Marksmanship: Arm Blasters 1
Marksmanship: Blaster Pistols 1
Marksmanship: Blaster Rifles 2
Marksmanship: Railguns 2
Marksmanship: Grenades 2
Awareness Skills
Concealment 1

Concentration		2
Deduction		3
Perception		2
Control Skills		
Power Suit Operation		3
Pilot Hover bikes		3
Pilot Hovercrafts		2
Pilot Power Armors		3
Body Skills		
Climbing		1
Stealth		2
Social Skills		
Bribery		2
Conversation		2
Interrogation		2
Persuasion		2
Trading		2
Technical Skills		
Paramedics		6
Performance Skills		
Sleight of Hand		1
Ventriloquist		1
Education Skills		
Bureaucratic		2
Education		3
Local Expert	(Mars)	1
Professional	(Medical Dr.)	3
Research		3
Science		3
Survival	(Bludo 3)	3

Tech Corporal William Gauz

Gauz was born and raised on the arid planet of Bludo 3. He joined the military for the excitement but his natural aptitudes sent him through technical training before placing him in the Roughcuts.

Gauz spends a lot of time in the Motor pool playing cards and test driving with the other guys in the pool. Major Shwans went to school with Gauz.

INT	6	WILL	2	PRE	2
TECH	6	REF	3	DEX	3
CON	2	STR	2	BODY	2
MOVE 2					

Stun	10	Hits	10
Defense	4	(REC)	4
(THR)	6	(Res)	4
(LCK)	9	(END)	20
Run	4m	Sprint	6m
Swim	2m	Leap	2m
0G	1m		

Complications

Duty to MRM		(10)
Addiction:	(deadlines)	(5)
Lecherous		(5)

Memberships

Martian Legion	lvl 4	
Martian Republic Military		Technical Corporal

Licenses

Gun Permit
Passport to the AVM
International Pilot License

Contacts

Quartermaster	(3)	Major Shwans
Motor Pool	(3)	

Renown

A Great Mechanic lvl 4

Talents

Lightening Calculator
Time Sense

Skills

Evade Skills	
Evade Hand to Hand	3
Evade Melee Weapons	3
Evade Ranged Weapons	3
Attack Skills	
Hand to Hand Fighting	3
Melee: Sword	1
Melee: Knife	1
Melee: Club	1
Gunnery	1
Marksmanship: Arm Blasters	1
Marksmanship: Blaster Pistols	1
Marksmanship: Blaster Rifles	2
Marksmanship: Railguns	2
Marksmanship: Laser Weapons	1
Marksmanship: Grenades	1
Marksmanship: Grenade Launchers	1
Awareness Skills	
Concentration	2
Deduction	1
Surveillance	1
Control Skills	
Power Suit Operation	2
Pilot Hover bikes	1
Pilot Hovercrafts	2
Pilot Power Armors	1
Pilot Robots/Battlewalkers	1
Pilot Space Boats	1
Body Skills	
Stealth	1
Social Skills	
Bribery	1
Conversation	1
Persuasion	2
Streetwise	1

Trading		1
Technical Skills		
Bugging		1
Demolitions Placement		3
Demolitions Construction		2
Mechanics		3
Electronics		2
Psitronics		1
Gambling		1
Jury Rigging		1
Lock Picking (mechanical)		1
Lock Picking (electronic)		1
Security Systems		1
Hacking		1
Weaponsmith: Blastertech		1
Weaponsmith: Railguns		1
Weaponsmith: Repulsor Weapons		1
Weaponsmith: Lasers		1
Weaponsmith: Grenades		1
Education Skill		
Computer Programming		1
Education		2
Local Expert	(Bludo 3)	2
Survival	(Bludo 3)	1
Systems Ops		1
Teaching		2

Private Isadora Disee

Disee was a rough and tumble kid growing up. In highschool she was an athletic star and always knew she would become a soldier. Disee's family is relatively well off but she has no intention of going on inactive duty.

Disee's biggest flaw is her sense of pride; she demands recognition for her accomplishments. Disee always marks places where she fights with a swirl mark resembling a tornado funnel. She refers to this mark as a "dizzy."

INT	2	WILL	2	PRE	3
TECH	2	REF	4	DEX	4
CON	3	STR	3	BODY	4
MOVE	3				

Stun	20	Hits	20
Defense	6	(REC)	6
(THR)	9	(Res)	4
(LCK)	6	(END)	30
Run	6m	Sprint	9m
Swim	3m	Leap	3m
0G	1.5m		

Complications

Compulsive Carousing (2) {frequent/strong/minor}

Glory Hound (10) {frequent/strong/major}

Proud (4) {infrequent/severe/minor}

Trademark (15) {constant/sever/major}

Memberships

Martian Republic Military Private

Licenses

Gun Permit

Wealth

3 Wealth points

Talents

Ambidexterity

Beautiful/Handsome lvl 2

Combat Sense lvl 2

Light Sleeper

Skills

Evade Skills	
Evade Hand to Hand	6
Evade Melee Weapons	6
Evade Ranged Weapons	6
Attack Skills	
Hand to Hand Fighting	3
Melee: Sword	1
Melee: Knife	1
Melee: Club	1
Gunnery	1
Marksmanship: Arm Blasters	1
Marksmanship: Blaster Pistols	1
Marksmanship: Blaster Rifles	5
Marksmanship: Railguns	10
Marksmanship: Rocket Handgun	1
Marksmanship: Laser Weapons	1
Marksmanship: Grenades	1
Marksmanship: Grenade Launchers	1
Awareness Skills	
Concentration	2
Perception	2
Shadowing	1
Tracking	1
Control Skills	
Power Suit Operation	4
Pilot Hover bikes	5
Pilot Hovercrafts	2
Pilot Power Armors	2
Body Skills	
Acrobatics	1
Climbing	1
Contortionist	1
Stealth	1
Social Skills	
Conversation	1
Persuasion	2
Seduction	1
Streetwise	1
Trading	1
Wardrobe and Style	1

Technical Skills		
Gambling		1
Education Skills		
Education		2
Local Expert	(Mars)	2
Survival	(Bludo 3)	2
Teaching		2

Private Hegenz

A native of Bludo 3 Hegenz was a very average guy, but while he was in MRM training his family's home was destroyed during a Crazyleg raid. Hegenze hates the Crazylegs with a passion and has gone to great lengths to learn their language in an attempt to understand them so he can kill them more easily. While he can understand their language he cannot speak it since the human voice box is not flexible enough.

Hegenz collects Crazyleg horns and grinds them up into powder which he sprinkles on his weapons and armor.

Hegenz is watched by his superiors but his skills and drive are useful while kept in check.

Hegenz can be distracted from his paranoia by playing cards.

INT	3	WILL	3	PRE	3
TECH	3	REF	3	DEX	3
CON	3	STR	3	BODY	3
MOVE	3				

Stun	15	Hits	15
Defense	6	(REC)	6
(THR)	9	(Res)	6
(LCK)	6	(END)	30
Run	6m	Sprint	9m
Swim	3m	Leap	3m
0G	1.5m		

Complications

Paranoia	(5)
Shy	(5)
trophy collector	(17)

{frequent/severe/major}

Memberships

Martian Republic Military Private

Licenses

Gun Permit

Talents

Common Sense

Skills

Evade Skills		
Evade Hand to Hand		4
Evade Melee Weapons		4
Evade Ranged Weapons		4
Attack Skills		
Hand to Hand Fighting		4
Melee: Sword		3
Melee: Knife		3
Melee: Club		3
Gunnery		3
Marksmanship: Arm Blasters		4
Marksmanship: Blaster Pistols		4
Marksmanship: Blaster Rifles		4
Marksmanship: Railguns		4
Marksmanship: Grenades		4
Awareness Skills		
Surveillance		4
Control Skills		
Power Suit Operation		4
Pilot Hover bikes		3
Pilot Hovercrafts		3
Body Skills		
Stealth		4
Social Skills		
Persuasion		3
Technical Skills		
Gambling		4
Education Skills		
Education		4
Language	(CrazyLegs)	4
Local Expert	(Bludo 3)	4
Survival	(Bludo 3)	4
Navigation		4
Teaching		2

Equipment

Blastertech

Blasters fire a cohesive bolt of energy. The exact science is irrelevant blasters are simply the energy weapon of the future that disproves the widespread belief of the 20th century that energy weapons would never be efficient enough to replace "slugthrowers".

Advantages: Blasters are lightweight. Compared to slugthrowers they have superior ammo capacity and weigh significantly less. Most blasters have no mechanical parts resulting in minimal maintenance with no chance of jamming. Blaster weapons have no need of ammunition beyond simple (and abundant) electricity. Based on the energy source, a good guideline is one minute of power at 110 volts would recharge one blast. As an example the Betaret 925 jury rigged into a contemporary household outlet would recharge fully after an hour. In a standardized blaster charger it would take mere minutes. Blaster chargers run about 5 OP and can charge 4 blaster weapons simultaneously if enough power is available.

Disadvantages: Blasters are not the best weapon in all environments. The cohesive energy bolt will ignite flammable and volatile gases. Blasters also can't be fired underwater (or in water solutions). If a blaster is fired underwater as soon as the energy bolt makes contact with the water (as soon as it leaves the barrel) the bolt will detonate into an explosive blast with a DC equal to the blaster's DC or the Kg of liquid present whichever is lesser. Another disadvantage is the system required to power the blaster is integrated. This means that blasters cannot be reloaded in the field, they must be recharged. A common tactic for those who fear running out of ammo is simply caring extra blasters.

Arm Blasters

Arm Blasters are actually worn instead of being held. The blaster components are housed in a casing atop a sleeve worn on the forearm. The arm blaster's trigger is the sensitive cuff around the operator's forearm. The weapon's user simply chooses a hand position which will trigger the arm blaster and programs the cuff to remember that position. The weapon doesn't fire unless the hand is in that position. Operators should be careful to choose hand positions that a) don't occur naturally and b) don't block the arm blaster's discharge array. (note: due to discrepancies in muscle placement a new user always needs to reprogram the cuff even if they know the previous user's programmed hand position). Reprogramming an arm blaster cuff takes a single action but uses both hands. After the arm blaster is in place it is a single arm weapon and one may be worn on each forearm.

name	WA	eDC	RoF	Ammo	Range	Kg	OP
Lokt M19	0	4	2/0/0/0	32	60	.7	2.5
Lokt DE	0	4	2/0/0/0	32	65	.7	3.2
Lokt Reptile	-1	3	2/0/0/0	24	65	.7	3

Blaster Pistols

Blaster pistols are closer to "traditional" human firearms. They resemble bulky versions of 20th century handguns. Blaster pistols are usually kept in hip or shoulder holsters. The biggest advantage of blaster pistols over other blaster weapons is their autofire capability. Blaster pistols are popular among rogues like pirate and smugglers as well as explorers who always expect trouble but don't want to weigh themselves down with a rifle size weapon.

name	WA	eDC	RoF	Ammo	Range	Kg	OP
Hank NQ5A	+1	3	3/3/12/30	120	175	1.5	9
Hank NQ5K	0	3	3/3/15/30	120	125	1.3	7.5
Hank NQ5P	0	3	3/3/15/30	120	125	1.4	8.2
Hank NQU	+1	4	3/3/12/25	100	150	1.2	7.5
*Hank NQU2	+1	4	3/3/12/25	100	150	1.2	10

*This isn't actually a handheld weapon instead it is a HankNQU configured as an underslung weapon attachment. It is ideal for attaching to a Blaster rifle to provide soldiers with an autofire option in combat.

Blaster Rifles

Blaster rifles are squat weapons roughly the size of 20th century assault rifles. They are a military weapon. While blaster rifles lack the autofire capability of blaster pistols and even repeat fire slower than arm blasters they do inflict vastly more damage and have much greater range. Blaster rifles are a two handed weapon but they can be fired with one hand, the user simply suffers and additional -1 penalty to their weapon skill.

All Blaster rifles are designed to accept one standardized underslung attachment such as a laser, repulsor, shot gun, or grenade launcher.

name	WA	eDC	RoF	Ammo	Range	Kg	OP
Hank Q3	-1	15	1/0/0/0	90	1200	11	20
Hank Q11	+1	16	1/0/0/0	115	1200	9	30
Lokt Serpent	0	16	1/0/0/0	110	1200	10	25

Lokt M19	0	4	2/0/0/0	32	60	.7	2.5
Lokt DE	0	4	2/0/0/0	32	65	.7	3.2
Lokt Reptile	-1	3	2/0/0/0	24	65	.7	3

Railguns

Railguns are the most efficient form of slugthrower still in use. Small needle sharp pieces of metal are propelled forward by a series of strong magnets. Railgun ammo is only sold in clips. The clips consist of a battery to fuel the magnetic rails and the machined metal ammo which is held together in a brick form by a light epoxy which the railgun breaks down with a slight electric charge before loading the slug into the magnetic rail chamber. Clips are not universal but some manufacturers do share specifications. If the letter listed next to the clip's OP cost match then the clips of those two railguns are interchangeable.

Advantages: Since there is no combustion the weapon experiences far less wear than gun powder weapons. On a botched roll a railgun will jam but simply shaking the weapon has a 90% chance of unjamming the weapon (one action). Railgun ammo is also very inexpensive. It is also ideal for all environments since the ammunition is non reactive. Railguns are designed for a variety of purposes ranging from sniper shooting to combat assault weapons. All railgun ammo is armor piercing.

Disadvantages: Railguns cannot be recharged and the ammo is too specialized to be jury rigged. Be sure to bring plenty of spare ammo clips.

name	WA	DC	RoF	Ammo	Range	Kg	OP	Clip OP
*Hank H11	+1	5AP	3/6/30/90	450	400	4.2	15	.5e
*Hank H41	+1	6AP	3/6/28/60	300	320	4.7	11.8	.3d
Hank M90	+2	7AP	3/0/0/0	200	750	6.5	12.2	.2f
*Lokt N17A	+1	6AP	3/0/24/60	300	350	3.9	8.5	.3d
Lokt N17B	+1	6AP	3/6/0/0	300	350	3.9	8.5	.3d

*Like blaster rifles these railguns can support an underslung attachment.

Repulsors

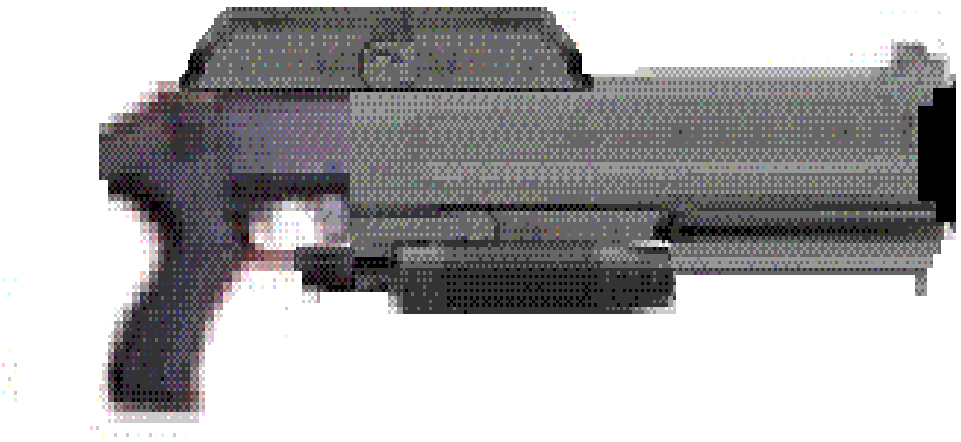
Repulsor weapons are actually a result of applying the same kinetic generating technology of vehicles to a more focused lightweight delivery system. They do use a large amount of power though. All repulsors use a standard power cell. These power cells are disposable and due to the nature of the energy conduction system the cells need, if they are jury rigged to be recharged they will only have 50% of their previous capacity. Cells are inexpensive though running 0.3 OP apiece. Repulsors must be fired two handed or the user will suffer an additional -5 penalty to their weapon skill. Repulsors fire in a pattern similar to a shotgun use the shotgun range chart to calculate area of effect for each repulsor. The actual assault of a repulsor is a wave of kinetic energy that slams into opponents. Repulsor damage is stun damage and only inflicts lethal damage collaterally. Repulsor damage is also armor piercing and knockback if being used is doubled. Except for the noted repulsors below, repulsors are similar in appearance to blaster rifles but shorter.

Advantages: Repulsors are pure electronic components so like blasters they don't ever jam. Repulsors are ideal for law enforcement since while they knock perpetrators or suspects around they don't inflict lasting damage. Repulsors also inflict minimal property damage and are the safest weapon to use in fragile environments like space stations.

Disadvantages: Repulsor ranges are very short and a bandoleer of power cells is a must have.

name	WA	StunDC	RoF	Ammo	Range**	Kg	OP
Hank CAG	+1	8AP	3/3/0/0	10	x.75	4.4	7.4
*Icarus A	-1	9AP	2/2/0/0	2	x.15	3.3	3.1

*these repulsors are not stand alone weapons instead they are underslung weapon attachments.
**to calculate range view the shotgun range table shown in Mark Chase's Atomik War Plug In



Lasers

Lasers are intense beams of light and radiation. While potentially very destructive they have several drawbacks as weaponry. First of all they use massively more power than blasters (the amount of time spent recharging one blast in a blaster only recharges 1DC of a laser) although they do use the same charger mechanism. Lasers are also only effective if they can remain focused meaning the point of impact must be sustained upon a target or the laser needs even more damage potential to initially cause harm. For these reasons the following lasers have been developed. Lasers do not use ammo like most other weapons instead they have a minimum and maximum level of intensity. In game terms the intensity of the level may be adjusted (taking 1 action) to any dc increment between the min and max dc. Each blast takes away the equivalent amount of the max charge. Lasers are no more accurate or more difficult to dodge than any other firearm. Regardless of the fact the laser is traveling as fast as light; fire arms are faster than normal sight anyway. People dodge weapons being fired not the actual attack. Any bonus a person would receive for being able to see their laser "beam" is negated by the fact that conditions which would allow lasers to be seen also obscure their target. If lasers do have an advantage over blasters it is the fact that they are armor piercing.

Name	range	min dc	max dc	max charge	kg	OP
*Hank L2 light laser	640	2ap	15ap	30	3.6	8.2
Hank L3 heavy laser	2560	9ap	18ap	90	31.8	40
*Lokt Dragon light laser	960	2ap	20ap	40	4.9	9.9
S-Mart tool cutter	160	1ap	7ap	70	1.3	1.6

*these lasers are not stand alone instead they are underslung weapon attachments

Grenades

A grenade is a small hand held disposable explosive device. Advances in technology have made grenades vastly more versatile. Grenades are the epitome of disposable complexity equipped with a small micro-computer capable of timing the devices detonation as well as dictating what shall trigger the grenade.

Grenade pins are no longer simple pieces of metal instead they are small electronic keys which quickly programs the grenade when inserted, removal of the pin activates the programming. Pins have 3 settings impact, delay, and countdown. The impact setting tells the grenade to trigger when it is jarred suddenly such as after landing or striking a surface when thrown. With the delay setting the pin is programmed to a specific time interval ranging from 1 second to 5 minutes when the pin is removed the countdown starts. Delay and impact can be programmed simultaneously. Countdown is the most complex program. The user decided on a time interval but instead of just the grenade counting down the pin counts down as well. This means that after the pin is removed from the first grenade each subsequent grenade thrown within the time interval will be given a smaller delay until the countdown reaches 0 and all of the grenades thrown detonate simultaneously. Pins normally will not allow grenades to be programmed with less than a 5 second delay when in countdown mode; but this safety feature can be bypassed.

The actual grenades are roughly the same size as 20th century 40mm grenades. Pins come in a variety of shapes ranging from a simple handle to what resembles a 2 finger brass knuckle. In all cases though a small 5 cm co-axial stud is used to program the grenade. The pins are set using small button studs.

There is no difference between hand grenades and the grenades used in grenade launchers. Grenade launchers have built in pins and use either air pressure or magnets to propel the grenade. Air pressure launchers have less range and need special fresh gas canisters to recharge them but they are mechanically dependable. Gas canisters are roughly the size of a human index finger and are good for 40 discharges. Magnetic launchers can easily be recharged with just 10 minutes hooked up to a blaster charger and are good for 50 launches.

Grenades vary little according to manufacturer and prices are rather standard according to damage capacity and special features.

Grenades

Type	damage	type	special features	OP /100	notes
Light explosive 12	DC		60	chemical explosion	
Medium Explosive	14	DC		70	chemical explosion
Heavy Explosive	16	DC		80	chemical explosion
Demolition	20	DC		100	chemical explosion
Light Fragmentation	12	DC	AP	90	chemical explosion and machined debris
Heavy Fragmentation	14	DC	AP	105	chemical explosion and machined debris
Light Blast	16	eDC		70	blaster discharge
Heavy Blast	20	eDC		90	blaster discharge
Concussion	12	stunDCAPx2KB		90	repulsor discharge

Standard Grenade Pin 1 OP

Grenade launchers

Name	type	range	OP cost
Hank G 41G	Gas	80	10
Hank G 41M	Magnetic	160	15

Mono_Weapons

Mono weapons are a special type of melee weapon. Using the advanced industrial abilities of the Lost Sol setting bladed weapons with a mono-molecular edge are available. These weapons are very dangerous both for those being hit with them and those trying to wield them.

Here are the basic facts regarding Mono Weapons and their use.

***All mono-edge weapons are armor piercing**

***Mono-wire is illegal in all human governed space.**

***Mono edge weapons must be kept in scabbards designed to hold them.**

Type	DC	OPcost	Notes
Mono Knives	10AP	5	
Mono Sword	15AP	10	
Mono Wire	20AP	50	-3 penalty to skill when using, this penalty is reduced to -2 if a glowing wire is used. If an attack misses it's target the wielder must make a control roll with a difficulty of 10. A failed roll results in the wielder being struck by their own attack. If a critical failure occurs the wire breaks 12DC of AP damage immediately and an additional 1DC of AP damage every time they move until they drop the mono wire.
Chain Sword	25AP/17AP	25	A Chain sword is basically a handheld chainsaw with mono edged teeth. The larger damage listed is for a running chainsword; the lower damage is for an inactive chainsword. Chainswords are unwieldy weapons and users suffer a -2 penalty to the melee sword skill when using the weapon due to the weight of the motor. When the motor is running the penalty to use it becomes a -4 as the user must compensate for the gyroscopic action caused by the running electrical motor. If a critical failure occurs while attacking with a chainsword the chain breaks and wielder takes 12DC of AP damage as the swords teeth break free furthermore a 10DC area effect cone of AP damage shoots out from the blade in the direction it was pointed.

Communications

Comlink

Comlinks are small devices roughly the size of a contemporary cell phone. Each comlink is a miniature receiver and transmitter with a 2.5 km range. Com Link automatically boost all comlink signals within their range so a long line of comlinks can send a signal hundreds or even thousands of miles if there are enough comlinks in between. Comlinks transmit on nano-frequencies so they are nearly impossible to intercept without knowing which frequency to check and the only means of blocking the signal is with wide spectrum white noise. Comlinks can transmit video as well as audio but usually only audio is used unless visual information is required.

SDP 10
OPvalue 14 OP

Compoint

Compoints are roughly the size of contemporary cinder blocks and have much more powerful transmitters and receivers giving them a range of 50 km. Compoints are usually buried to form a network of communication for comlinks to piggyback on. Compoints do not have manual controls so they are useless to communicate with unless a comlink is possessed as well.

SDP 25
OPvalue 14 OP

Satcom

Satcoms are roughly the size of a contemporary microwave oven. Satcoms are used to connect a comlink or compoint network into an orbiting communication network usually comprised of spaceships and satellites. All satcoms have a built in compoint.

SDP 50
OPvalue 14 OP

Defensive Gear

Combat Helmet

A MR:Grunts' best friend is his hat. Besides providing his cranium with shielding from attack it also contains a complex computer system. This computer system communicates with it's user via a combination of vocal commands and responses as well as a Heads Up Display system that generates data in 3 dimensions using crystals integrated in the polarized visor. In addition to verbal commands the helmet also receives input via it's optical sensor which tracks the hand gestures of it's user. A Combat Helmet can also transmit information via it's standard universal jack. While all combat helmets have built in comlinks that can be controlled by the computer the comlink cannot transmit operating instructions to the helmet directly but documents such as mission briefings can be downloaded.

Standard Features of a Combat Helmet
Calendar
Clock
Radiation Counter
Stopwatch
Alarms
Scientific calculator
Thermometer
Altimeter
Magnetic Compass
Inertial Compass
Video recording
Light amplification
Infrared imaging
Heads Up Display
Inverse Heads Up Display (This allows data to be shown on the faceplate of the helmet either to use the helmet as a more traditional monitor or to show others data without transmitting.)

PD 50
OPvalue 14 OP

Battle Armor

This is the combination of Ballistic fabric and rigid plates that protect a MR:G when on a planet that isn't too hostile.

This suit has no temperature or pressure protection but when worn properly it does provide as much protection as a contemporary hazardous material suit allowing safe navigation through radioactive or poisonous environments. This suit uses the standard Combat Helmet and is equipped with an air filter and a rebreather node.

PD 50
OPValue 46 OP

Powersuit

This is the half step between Battle Armor and power armor. Even though powersuits are equipped with micro servos, like power armor, they are scaled down to the point of simply compensating for the extra weight the power suit has. The extra weight of the power suit is generated from it's numerous features and extra protection.

*Full environmental protection allowing for navigation through environments ranging from deep sea pressures and volcanic heat to the vacuum of space.

*Integrated recycling nourishment system allowing the user to wear the powersuit for up to 10 days straight as the user receives nourishment from food paste stores and recycles water and air. (Every 24 hours of constant wear the user must roll 3d6=Int+Power Suit Operation against an everyday DV. If this roll is failed the user suffers from 1 hit of damage which cannot be healed until the suit is removed. This damage comes from armor sores and improper levels of bodily chemicals.)

*Integrated Jump Thrusters allow the user to leap 5x their normal distance as well as slow their descent during the last phase of atmospheric drops.

*Power suits also connect to the Combat Helmet enhancing it's features with a bio-readout, allowing for medical examination without compromising the suit to the environment; a built in light source on each forearm; and a Global Positioning System which can operate off of a satcom connected comlink network.

The Powersuit does have some downfalls though restricting it's use to needed missions.

**Poor maneuverability resulting in a -1 to Dex and Ref characteristics while wearing the suit.*

**Slow deployment, putting on a power suit involves inserting intravenous food tubes and catheterizing oneself. Even the most experienced soldier can take up to half an hour to put on a Powersuit. For this reason soldiers on duty in an environment requiring the use of Powersuits will leave their Powersuits on if they will have less than 24 hours without needing them (duty rosters in these environments usually entail 5 days in the field and 2 days at base camp).*

Powersuits use the same Combat Helmet as Battle Armor and are "not" operated as power armor.

Kills 3 Kill Defense 1
OPvalue 600 OP

Drop pods

Drop pods are defensive gear to protect against the damage of falling into an atmosphere. They are a solid form fitting pod that encases a single soldier in a powersuit. The pod is dropped from a Tsunami in low orbit. As the atmosphere burns off the first layers of the pod, streamers are deployed to align and slow the pod. As the pod nears normal atmospheric pressure a parachute is deployed slowing the pod further. Finally the pod explodes away from the powersuit and the powersuit's jump thrusters deploy allowing the powersuit to land safely.

A soldier can enter a drop pod and

deploy within 1 minute. Once a soldier is in a drop pod though he is stuck there until he either drops into the atmosphere or he is cut out of the pod. Cutting someone out of a pod takes roughly an hour. The actual dropping of a pod is done by the pilot of the Tsunami.

Personal Gear

Rebreather Node

A rebreather node is a hard casing (rouhly half the size of a football) containing a specially engineered fungus designed to turn human expelled Carbon Dioxide into breathable air for a single human. The fungus sustains itself on the chemicals expelled as part of normal respiration. A person with a rebreather node can breathe indefinately but they still need to worry about running out of water and food.

0.1 OP

Backpack

A standard MRM backpack can be worn with Battle Armor and can hold up to 40 kg.

0.25 OP

Em Rations

There are a wide variety of Em Ration meals available. An Em Ration is a nutrient packed meal. As filling as a single meal but nutritionally equal to a day's worth of consumption. Em Rations aren't vary filling as one a day but they are as tasty as pre packaged food can get. The best feature of Em Rations though are the chemical temperature packets. Pulling the tab to open an Em Ration activates chemical packets which heat and chill the appropriate items within the meal (taking approximately 2 minutes). This means a soldier can enjoy a hot meat patty and finish it off with a frozen treat.

0.03 OP each

Flashlight

This standard issue light source is roughly the size of a contemporary felt tipmarker. It generates a powerful beam and has a charge which lasts through roughly 12 hours of continuous use.

0.3 OP

Lighter

This is a traditional "Zippo" style lighter used by many soldiers for nostalgia sake.

0.005 OP

6m of rope

This composite of artificial fibers is lightweight and resembles contemporary airline cable but it is capable of holding 2000kg.

0.05 OP

Canteen

This lightweight container hold roughly 1 liter of liquid.

0.07 OP

Bedroll

This lightweight fabric square is large enough to wrap around the user. When exposed to the normal range of human body temperature it expands and becomes a cushioned sleeping environment. The material quickly collapses when not in contact with a human body temperatures. The material is also very effective at maintaining the temperature of objects wrapped within it as long as that temperature falls within a 10% variance of normal human body temperature.

0.2 OP

Multi-tent

A multi tent is a simple but

versatile shelter designed to protect one person (2 cramped) and their gear from inhospitable weather. This shelter does not protect against hostile alien climates which would require more protection than battle armor provides. Multi tents can be joined to gether though to form larger shelters. Every two multi tents joined together allows the shelter to hold an extra person so 6 joined multi tents would provide a shelter for 9 people. The rigid high tensile frame and fabric of a multi-tent collapse into a small bundle.

1 OP

Personal Hygiene kit

This small kit contains the simple tools necessary to trim hair, shave, and keep generally keep clean when a shower or bath isn't available. It will last about a month in most environments.

0.25 OP

Snake Line

This powerful device is used in environments where rapid ascension and descent are required. A small rifle like device launches a grappling claw equipped with a small low powered kinetic thruster. When the claw impacts a surface three stabilizing arms swing out as three drill bits rapidly angle into the surface anchoring the claw in place. The claw is of course attached to it's launcher by a high strength cable (4000 kg lift) and wench. The rifle has enough power to fully extend and retract the cable 3 times but if the launcher is hooked into a power suit it's use is effectively unlimited as long as the power suit has energy. The claw can unanchor by pushing a stud on the rifle. The launcher has a range of roughly 100 meters. Hitting a target with the grapple claw inflicts 5DC of AP damage.

10 OP

Medical Equipment

Bandage spray

This aerosol spray is simply sprayed on an open wound. The spray sanitizes the wound and forms an elastic breathable seal over the wound. A single can will cover dozens of minor scrapes and scratches. Massive body covering abrasions or burns may require multiple canisters. Removing the solidified "bandage" is like removing a natural scab and will slowly fall away naturally as the skin beneath heals.

0.02 OP

Crash Kit (+2)

A crash kit holds essential medical tools for emergency situations ranging from simple wounds to simple surgery. The kit is roughly the size of a large toolbox. (the +2 bonus only works towards negating penalties from unsanitary conditions and diagnosing problems)

1.6 OP for Base Kit 1 OP to replace chemicals and disposable tools

Med Kit (+4)

This is a complete traveling medical/surgical kit. With this rig a skilled user can perform most surgeries. The kit includes everything from organ sealant to electric heart paddles. (the +4 bonus only works towards negating penalties from unsanitary conditions and diagnosing problems)

3 OP for Base Kit 1.25 OP to replace chemicals and disposable tools

Traction Foam

This aerosol canister produces a foam with an initial consistency equivalent to shaving cream after a minute the foam is more like toothpaste and easily caked around the limb after 5

minutes the foam is a rigid plastic. (users should clean their hands before the foam hardens). This foam works as an excellent cast for broken limbs.

0.3 OP per canister

Bio-Stasis Pod

While less bulky than their predecessors these coffin like chambers work like those used on the first generation ships to leave Earth. The occupant of a Bio-Stasis pod is held in a state of halted biological function. Preparing and placing a person into a Bio-Stasis Pod takes roughly an hour (everyday paramedic skill roll) once in the pod the occupant stops all biological functions until reanimated. While in the pod the occupant does not age and any diseases or physiological conditions do not advance. All pods are equipped with 3 hours of emergency power. If the pod has no power the occupant will die a sudden and painful death. It takes roughly half an hour to bring someone out of bio stasis (everyday paramedic skill roll).

400 OP

Human Regeneration Tank

This massive liquid chamber is filled with a solution of amino acid chains and non specific human cells. This chemical brew seeps into every pore of the occupant providing the body with a wealth of materials to repair itself. The occupant breathes via a face mask allowing the occupant to speak with people outside the tank. The occupant receives nourishment via intravenous tubes. Being suspended in the tank is boring but voice controlled video monitors and speaker designed for submersion in the solution provide some means of entertainment when the occupant isn't heavily sedated. While in a regeneration tank the occupant heals at twice the normal rate of excellent medical care.

1000 OP

Demolition Equipment

Variablast charges

Variablast charges are similar to plastique but not only can they be shaped but they are also capable of producing varying levels of explosion. The user simply activates the built in key pad and selects the appropriate charge shape and explosive capacity (players can select any increment of DC ranging from 1DC to 20DC). The timer on a variablast charge can be set to any time ranging from 1 seconds to 24 hours. NOTE: Due to the precision control a demolition expert has with a variablast charge a successful demolition placement skill roll can do up to ten times the DC of the blast in damage to a structure. This means a 5 DC explosion can actually cause 50DC of damage to a structure if properly placed.

20 DC maximum 1 OP

Engineering Equipment

Maleo-driver

This simple tool has a soft metal head that can be pressed onto a surface and mimic the shape. A quick push of a stud on the handle freezes the metal in that shape. The maleo- driver then works like an electric screwdriver. This device allows a variety of screw and bolts to be used by manufacturers while mechanics can no longer need a case full of adapters and heads. A maleo- driver is good for roughly 100 head transformations or 3 days of constant rotation before needing recharged.

0.25 OP

Maleo-wrench

This is the wrench version of a maleo-driver allowing horizontal access

to bolts. Maleo-wrenchs are also powered, so ratcheting is not required. The maleo-wrench has roughly the same power potential as the maleo-driver.

0.3 OP

Mechanic Rig

This kit is filled with the vital tools necessary to perform mechanical repairs, calibrations, and maintenance. The electronic measuring equipment contained within the rig gives the user a +2 to their mechanic skill when diagnosing a problem.

1.2 OP

Electronic Rig

This kit is filled with the vital tools necessary to perform electrical repairs, calibrations, and maintenance. The electronic measuring equipment contained within the rig gives the user a +2 to their electronic skill when diagnosing a problem.

2 OP

Lockpicks

This is a simple kit of levers and probes which are needed to surpass mechanical locks.

1 OP

Electronic Lockpicks

This small set of electronic probes and gauges needed to find the appropriate leads and connections allowing an electronic lock to be bypassed.

10 OP

Crowbar

This is a simple curved length of metal with a variety of applications.

0.06 OP

Welding Torch

This disposable gas canister emits a powerful but short jet of heat allowing the user to melt soft metal either to cut the metal or bond it. Length of use varies greatly depending upon how the torch is used. A single torch will handle most small repairs.

0.1 OP

Hammer

A simple pounding device.

0.05 OP

Psitronic Rig

This kit is filled with the vital tools necessary to perform psitronic repairs, calibrations, and maintenance. The electronic measuring equipment contained within the rig gives the user a +2 to their pistronic skill when diagnosing a problem. The kit is heavily shielded to minimize the risk of dangerous radiation levels escaping the kit.

40 OP for base kit

10 OP to replace radioactive components used during repairs

Martian Republic: Grunts
Standard Issue Equipment

Guns and Gear

All soldiers are issued equipment to keep them working as finely tuned reliable units. In the Martian Repbulic equipment is issued and a citizen is responsible for keeping that equipment or equivalents in proper working order. If said equipment is lost a lost equipment form will need to be given to the Quartermaster. If the Quartermaster deems the loss a necessary or reasonable part of duty a replacement will be issued. If the loss is considered frivolous or “questionable” the soldiers pay will be docked up to 50% until the item is paid for. Soldiers can also opt to

use their own equipment paid for with their own money if they prefer. If a soldier is using their own weapon they can usually apply for an ammo allowance from the Quartermaster.

Ammo Allowance

A Quartermaster issues an ammo allowance to a squad. The amount and type of ammo awarded depends upon mission success ratios and that squad's effectiveness with ammo in the past. The commanding officer of the squad will distribute the ammo.

Standard Issue

Grunts are issued a Combat Helmet and a set of Battle Armor as part of his uniform. A grunt will have his own powersuit fitted for him but it will not be available for his use unless it is being checked out for a mission. It is expected to be returned for repairs as soon as the grunt returns to base.

Exo-bikes are only issued for special missions and they are usually assigned to technical grunts who can use the extra protection while trying to save lives or perform feats of engineering or demolition.

Variablast charges are only issued on a mission to mission basis.

A grunt is issued the two following weapons.

Arm Blaster: **Lokt M13**

Rifle: **Hank Q3** or **Hank H11** (based on superior skill)

Other weapons may be available for issue from the Quartermaster upon request or necessity of mission.

Far-Tech Fuzion Cinematic Construction Plug-In

In sci fi movies the technical guys is often seen building things out of spare parts. But in a game how do you buy "spare parts?" This led me to create this simple Plug In for cinematic construction of equipment.

If a player knows what they'd like to build in the first place they can pay half the OP value for the needed parts in order to turn those parts into a functioning device they must use the appropriate technical skill(s) (Mechanics, Electronics, and/or Psitronics) and assemble the parts. To assemble the parts the player simply rolls the appropriate skill against a Competent DV. For every point over the DV the roll succeeded by those points are treated as OP spent on the device being built. When the device is fully "paid for" it is operational. Treat failed construction attempts as negative OP being spent on the device. To calculate time spent on assembly treat each point of variance from the DV (positive or negative as one hour of labor).

If the player doesn't know what they'd like to build they can buy "bits" instead. Bits are indiscriminent parts kept in large bins with other parts. The different technical areas each have different costs for bits based on their complexity.

Mechanical Bits	3 OP / 1 Bit
Electronic Bits	5 OP /1 Bit
Psitronic Bits	10 OP /1 Bit

When building a device using bits the player simply spends the appropriate number of bits instead of OP to pay for half the items OPvalue. After this is done the Player treats the bits like specific parts as detailed above. The player is cashing in the "variable" nature of the bits for specific needed parts. This plug-in is purely cinematic.

GM's should keep in mind the various parts within a device for instance: blasters are pretty much pure electronics; Powersuits have both mechanical and

electronic parts; and all Psitronics devices have mechanical and electronic components working along with the actual Psitronic components.

Vehicles

Exo Bikes

Tornadoes

The original exo bike was an exo suit designed to collapse for easy storage. The original designs Repulsors were then realigned during compaction so the collapsed version could be moved more easily. When an engineer saw a bunch of motor pool monkeys "racing" collapsed exo suits he was inspired. Exo bikes utilize the powerful energy output needed by power armor to power a highspeed land vehicle.

To operate an exo-bike in Exo mode the rider must be wearing a powersuit. The operator's powersuit provides the anchor points to control the Power Armor. In Exo mode the pilot is completely surrounded by the Exo bike. The pilot won't be affected by damage until the Exo Bike armor has been compromised at which point his powersuit will still protect him. Transforming without a power suit is impossible since the computer won't be able to calculate limb positions by which to guide the transforming vehicle.

In either mode the operator must wear his Combat Helmet. The Combat Helmet's computer must be jacked into the Exo-Bike. Once this is done the computer can start the bike and features like the radar, camera, and compoint become available.

In Bike mode the operator is exposed and the vehicle provides no protection. Transformation into either mode takes only 1 phase.

Model: Tornado Mk 7

Class: Exo-Bike

Crew: One (pilot uses Pilot Hover bike skill in bike mode and Pilot Power Armor skill in Exo mode)

Armor	100 KD	(2 kill defense)
Body	200 SDP	(4 kills)

Speed:

(Bike mode)	Hovering:	200 kph
(Exo mode)	Flight:	75 kph
(Exo mode)	Running:	50 kph
(Exo mode)	Jumping:	10x normal

Bike Mode

Height:	0.75 m
Width:	1.25 m
Length:	2 m

Exo Mode

Height:	2.5 m
Width:	1.75 m
Length:	1.5 m

STR equivalent:	10
Power System:	Cold Fusion Cell and Battery Racks
Built in Features:	Compoint, video camera, headlights, radar (10 km)

Cargo: In bike mode the Tornado can carry one cramped passenger behind the operator there is also a small storage compartment (size of a toolbox) that still exists in Exo mode but can only be accessed in bike mode.

OP value(without gun) 3450 OP

Weapon Systems

Exo bikes technically don't have a built in weapon. Instead three special "rifles" have been designed. These rifles are too large and heavy to be handled by anyone with a strength less than 8 and even if this strong character could lift the

weapon they'd have a -5 WA. In bike mode each of these rifles becomes a center mounted forward cannon. In Bike mode the Gunnery skill is used to attack but in Exo mode the Pilot Power Armor skill is used to attack. An Exo bike can only utilize one weapon in either mode.

Tornado Blaster Rifle

This oversized blaster rifle is the most common armament for the Tornadoes since it draws power from the bike providing effectively unlimited power.

Damage 4 Kills
OPvalue 700 OP

Tornado Rocket Gun

This is the weapon issued on highly destructive missions. This oversized rifle is equipped with a set of specially designed high powered chemical rockets. Two spare ammo clips can be stored on the exo-bike but they can only be loaded while in Exo mode.

Damage 6 Kills
OPvalue 1110 OP

Rds per clip 18
OPvalue 324 OP/clip

Tornado "Super" Railgun

This oversized rifle is a powerful railgun with less damage per round than the blaster rifle but it's autofire ability increases it's short term damage potential. Like the Rocket Gun this Rifle uses clips and 2 extra clips can be stored on the exo-bike but they can only be loaded in Exo mode. ROF 1/3/6/6

Damage 3 Kills
OPvalue 700 OP

Rds per clip 36
OPvalue 108 OP/clip

Martian Troop Transport

Tsunami

The Tsunami is the vital vehicle to any group of MR:Grunts. These trans-atmospheric spaceboats perform atmospheric drops and fly to a planet's surface to deploy and evacuate troops as well. These bulky crafts are the saviors when a fire fight gets too hot.

A Tsunami can execute a trans-atmospheric jump once an hour. It takes this long for the high powered kinetic thrusters to recharge enough energy to boost the ship out of an atmosphere.

Model: Tsunami MK 3
Class: Troop Transport
Crew: 1 pilot (in order to operate all the weapon systems there must be 3 crew)

Armor 150 KD (3 KIll defense)
Body 400 SDP (8 Kills)

Speed:

Atmospheric Flight: 1200 kph
Space Flight: (several days to travel to neighboring planets)

Height: 4m
Width: 4m (12m wingspan)
Length: 12m
Power System: Cold Fusion Cells and Battery Racks
Built in Features: Airlock, Compoint, computer, Search lights, emergency lights, headlights, radar (40 km), ladar (4,000 km), missile jamming (.5 km), sensor jamming (.5km), extendible robotic arm (STR 10)
Cargo: In addition to 3 piloting crew the ship can hold up to 18 passengers

and their gear (this includes 18 drop pods) If the 18 drop pods are absent an additional 18 people can be crammed in. Even thought a Tsunami has enough power to spend days traveling from one planet to another; doing so basically involves it's passengers camping out in the cargo area since it doesn't normally carry the necessary supplies for anything more than jumps from planetside to orbit and vice versa.

Weapon Systems

Missile Rack

The Tsunami's primary weapon is it's missile rack which is operated solely by the pilot.

Damage	4 kills Area effect homing (+2 to attack roll)
Maximum Volley	24
Range	5km (atmosphere)/ 100km (vacuum)
Maximum payload	24
OPvalue	24 OP/missile

Blaster Cannons (2)

The Tsunami is also equipped with 2 independent Blaster Cannons. Each Blaster requires it's own operator but the control of each blaster can be routed to either non-pilot crew member. The blasters are located on the sides of the Tsunami between the wings. Each blaster cannon has two blaster arrays. These arrays alternate fire allowing a limited version of autofire. ROF 1/2/0/0

Damage	3 Kills
Range	5km